

**Project #5. Phong lighting. Grading sheet. (Draft version)**

Student name:

Grade date:

Student PID:

Grader:

1. Ask: Was the program and PDF file turned in on time to gradescope? Did the student ask for an extension? [0 pt] (If not, there might be a later point deduction.)
2. Do the controls work? View controls (arrows), Wireframe toggle: "w"; Cull backfaces, "c"; Mesh up and down (M/m); Normals (N). Lights (1,2,3,4), Different components of Phong lighting (a,s,d,e) and Phong/Gouraud shading (P) and Halfway vector (H)? [2 pt]
3. Do all three main lights work well? Do they show emissive spheres, that turn off and on with the lights? Are the sphere purely emissive (no illumination by other lights)? [2pt]
  
4. Does the scene show ambient and diffuse lighting well in most of the settings of the lights? Are specular highlights visible on most of the surfaces in most of the settings of the lights? Does the spotlight look good? Does the scene avoid being overly bright, or washed out? [12pt]
  
5. Are the colors attractive and well-chosen? Is there a good 3D effect? Give full credit, unless the scene is deficient in some way. [4pt]
  
6. Discuss with the student. [0pt]
  - a. Try toggling ambient, diffuse, specular. Does the student understand the difference? Does the student know what emissive light means?
  - b. Does the student know the difference between light properties and material properties?
  - c. The difference between Gouraud shading and Phong shading?
  - d. The distinction between Phong shading and Phong lighting? [0pt]
  
7. Is there anything else the student wants to discuss? [0pt]
  
8. Grade (0-20):  
  
Grade subject to review.

(Grader keeps this sheet for grade recording. Student may photograph if wants a copy.)