Fall 2016- LP1

Course Assignments for

Computer Graphics 1DV800 – Fall 2016

Assignments Overview

The course consists of two evaluation parts. The first is passing all of the theoretical assignments, and the second is passing all of the practical assignments. Student's final grade is an ECTS grade that is a combination of the grades received for assignments:

 $Grade_points = Theoretical Assignments_points * 0.5 + Practical Assignments_points$

However, in case you fail one of the parts — you fail the whole course. The final grade is determined based on the points collected during the course; the total amount of points is 200 (100 points for theoretical assignments and 100 for the practical ones). Notice, in order to pass the course you need to collect at least 60 grade points. The table of points/grade dependency is as follows:

Points	≥ 60	≥ 70	≥ 80	≥ 90	≥ 95
Grade	Е	D	С	В	A

There will be practical and theoretical assignments in this course. You need to pass all of them to receive the course grade. Each assignment corresponds to a certain number of points. In order to complete the course, you have to collect at least 60% of points for every assignment. Each assignment has to be submitted by its deadline to the Moodle assignment submission system at https://mymoodle.lnu.se/course/view.php?id=22022, e-mail submission attempts will be ignored!

Please notice that the deadlines in this course are strict.

The assignments may be done in groups, but no more than two students in each group are allowed (please submit your assignments only once and name both teammates), and the students are not allowed to switch/exit their groups during the course.

Late/failed assignments policy: assignments that receive a positive grade ($\geq 60\%$ of points) are graded only once (i.e., no second chance for improving a positive grade). There will be a retake for late/failed assignments shortly after the final deadline. The penalty for the retake submissions: the top limit of grades for such assignments will be set to 90% of points. Also, plagiarism in any form will not be tolerated.

Björn Zimmer is responsible for practical assignments. If you run into trouble please contact Björn by e-mail: bjorn.zimmer@lnu.se.