Spring 2019 – LP1

2DV803 – 3D Graphics

Spring 2019

Assignments Overview

1 Introduction

The assessment scheme for 2DV803 consists of four assignments, distributed throughout the course's duration. Each assignment has to be submitted by its deadline to the **Moodle assignment submission system** at `https://mymoodle.lnu.se/course/view.php?id=38222`. *E-mail submission attempts will be ignored!*

1.1 Submission Protocol

Submit your assignments as a **ZIP** package (a single file) including all the necessary files. The package must include:

- **Source code.** Do NOT submit compiled (binary) files!
  - The primary accepted format for source code organization is as an Eclipse project (one per assignment). If you have a strong reason for not following that, or there are any special instructions for compiling your code, please discuss this with the responsible **before the submission**.
  - Name the course's basic *User Libraries* exactly like this: **JOGL** and **JOML**. This will make sure our workspaces are synchronized and I can get your projects up and running more quickly.
  - If you used any external libraries other than the course's basic ones (JOGL and JOML), include them in the Eclipse project as *JARs*, **not** as *User Libraries*, and make sure the actual JAR files are included in your submission.
  - Make sure there is a class called *Main* somewhere in your code, with a *public abstract void main* method. This will be the entry point for running and grading the assignment.
- **Documents.** For the theoretical questions, you may want to submit the answers as a document or text file. In such cases, please convert your document to a **PDF** first, then include it in the package.

If you prefer to solve the theoretical assignments with pen and paper, deliver the solutions in the deadline day, either during a Lab session or to the TA's office. *Please make sure your writing is readable!*

Please notice that the deadlines in this course are strict, and plagiarism in any form will not be tolerated.

1.2 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.

2 Assessment and Grading

Each assignment has three parts: *Questions* (theoretical), *3D Drawing* (with OpenGL) and *Engine Building*. The score of each assignment is computed with the following formula:

$$Assignment\ Score = Questions * 0.5 + 3D\ Drawing * 0.25 + Engine\ Building * 0.25$$

Thus, the *theoretical* part represents 50% of the score, while the *practical* part represents 50% of the score. The assignment scores are translated into A-F grades using Table 1.

Scores	≥ 60	≥ 70	≥ 80	≥ 90	≥ 95
Grade	E	D	C	B	A

Table 1: Scores to grades

In order to successfully finish the course you need to have at least an *E* for **every** assignment. Your final course grade will be an ECTS grade that will be computed from the average of the assignment scores received during the course.

Please note: in case you **fail one of the assignments — you fail the whole course!**

2.1 Credits

The total number of credits for the course is 7.5, with the following distribution of credits per assignment:

- Assignment 1: 1 credit
- Assignment 2: 2 credits
- Assignment 3: 2 credits
- Assignment 4: 2.5 credits

3 Contact

Rafael M. Martins is responsible for the practical assignments. If you run into trouble please contact Rafael by e-mail: `rafael.martins@lnu.se`. **Important:** Do not forget to add the course number (2DV803) in the e-mail subject field.