<u>Lab 4: Textures, Shaders, and Renderers - Grading Sheet</u>

STUDENT NAME:

Computer Implementation (100 pts)

1. TUTORIALS (**30 points**):
   a. Your projects for each of the required tutorials are in the Lab 4 folder **TutorialProjects**
   b. You have placed rendered images for each of the required tutorials in the Lab 4 folder **TutorialImages.**

2. EXPERIMENTATION (**30 points**) :
   a. You have at least several example images in the Lab 4 folder **SculptureImages** showing your sculpture with different types of materials and settings.
   b. You recorded the main settings, e.g. in a Word doc and placed this document in the **SculptureImages** folder.

3. FINAL SCULPTURE (**40 points**):
   a. Your final project folder is on cs-render in the Lab 4 folder **SculptureProjects**.
   b. You have two final images on cs-render in the Lab 4 folder **SculptureImages** that clearly show the choice of materials and textures.
   c. The final images have a realistic feel (e.g. shadows, reflections, surface textures).

   Total Points:

   Other Comments: