

Computer Graphics 2026 Programming Assignment 1								
Student ID	GitHub Username	OpenGL Core Profile (5)		Mesh Class (8)		Report (2)	Total (15)	Note
		Rotate (2)	Color (3)	Design&Load (4)	Draw (4)			
20225086	15JH1	2	3	4	4	2	15	
20225014	6QB6	2	3	4	4	2	12	Build failure [-3] - This might be only tested in Windows. *Use only <nanogui/opengl.h> instead. Grading is performed on Linux.
20245075	bags91958	2	3	1	4	0	10	No Report [-2] No Mesh class implementation [-3]
20205035	BranKein	2	3	4	4	2	12	Build failure [-3] - This might be only tested in MacOS.
20225147	express-door	2	3	4	4	2	15	*Next time, include result images in the repository.
20255185	freaksemicolon	2	3	4	4	2	12	Build failure [-3] - This might be only tested in Windows. *Use only <nanogui/opengl.h> instead. Grading is performed on Linux. *Next time, use the same account for assignment acceptance and commits.
20215082	gaeeguri	2	3	4	4	2	15	
20225067	gistjackdaniel	2	3	4	4	2	15	
20245109	GwanLIZa	2	3	4	4	2	15	*Next time, include result images in the repository.
20268007	lbsokvispn	2	3	4	4	2	15	
20225160	Jangseo5160	0	0	0	0	0	0	Fatal build failure [-15] - Undefined identifier "Mesh" *Check your namespace.
20205196	JIN0138	2	3	4	4	2	12	Build failure [-3] - This might be only tested in Windows. *Use only <nanogui/opengl.h> instead. Grading is performed on Linux. *Next time, include result images in the repository.
20245046	JOO404	2	3	4	4	2	15	*Next time, use the same account for assignment acceptance and commits.
20245208	jyy0316hlh	0	0	0	0	1	1	No implementation [-14]
20225115	kelly-akty	2	3	4	4	2	12	Build failure [-3] - This might be only tested in Windows. *Use only <nanogui/opengl.h> instead. Grading is performed on Linux.
20215042	Kim-SeungJu	2	3	4	4	2	15	
20268011	lomination	2	3	2	4	2	15	*Recommend to abstract setup and drawing of mesh in its class.
20225179	minjae-cho	2	3	4	4	2	15	*Next time, use the same account for assignment acceptance and commits.
20245252	Misheel28	2	3	3	4	2	12	Build failure [-3] - This might be only tested in Windows. *Use only <nanogui/opengl.h> instead. Grading is performed on Linux.
20268008	MisterRath	2	3	4	4	0	13	No report [-2]
20215115	N/A	0	0	0	0	0	0	No submission [-15]
20235203	no-ikjun	2	3	4	4	2	15	
20225069	packmoon60	2	3	4	4	2	15	*Next time, include result images in the repository.
20255070	rhseung	2	3	4	4	2	15	
20235031	saddummy5031	2	3	3	4	2	14	Broken obj loading [-1] - Failed due to relative path
20225084	seoounwon	2	3	4	4	2	15	*Next time, include result images in the repository.
20225186	seohyj	2	3	4	4	2	15	
20261093	seokmin0310	2	0	3	0	0	2	Build failure [-3] - This might be only tested in Windows. *Use only <nanogui/opengl.h> instead. Grading is performed on Linux. No color change [-3] Broken obj loading [-1] No bunny [-4] No report [-2]
20205098	sleep23	2	3	4	4	2	15	
20205049	starrytl	2	3	4	4	2	15	
20255150	win-min-06	2	3	4	4	2	15	
20245116	yangminseo	2	3	4	4	2	12	Build failure [-3] - This might be only tested in Windows. *Use only <nanogui/opengl.h> instead. Grading is performed on Linux.
20225161	YS0421	2	3	4	4	2	12	Build failure [-3] - This might be only tested in Windows.
20225017	zerOpacity	2	3	3	4	2	14	*Use only <nanogui/opengl.h> instead. Grading is performed on Linux. Don't declare a mesh class [-1]

Statistics	
Avg	Std
12.35294118	4.4713622

Penalty			
Types	Subtypes	Cases	Penalty Score
Task 1 (5)	Rotate (2)	Don't use time	1
	Color (3)	Don't use time	1
Task 2 (8)	Design & Load (4)	Don't declare a mesh class	1
		Broken obj loading	1
		Missing buffer object setup process	1
	Draw (4)	Missing draw function	1
Report (2)	No bunny		4
	Missing student information		1
Build failure	Inconsistent result images with playing		1
	Simply resolvable issues (e.g. not considering grading environment)		3

Contact		
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