Computer Graphics 2026 Programming Assignment 2

Student ID	GitHub Username	Trackball (10)			Phong Shading (8)		Report (2)	Total (20)	Note
		Drag (8)	Zoom (1)	Dolly (1)	Directional light (4)	Point light (4)			
20225086	15JH1	4	1	1	4	4	2	16	Exactly reversed direction [-2] Malfunctioning due to incorrect camera basis vector(s) [-2]
20225014	6QB6	8	1	1	2	2	2	16	Incorrect shading by directional light [-2] Incorrect shading by point light [-2]
20245075	bags91958	4	1	1	0	2	0	8	Exactly reversed direction [-2] Malfunctioning due to incorrect camera basis vector(s) [-2] No shading by directional light [-4] Incorrect shading by point light [-2] No report [-2]
20205035	BranKein	8	1	1	4	4	2	20	
20225147	express-door	8	1	1	4	4	2	20	
20255185	freaksemicolon	4	1	1	4	4	2	16	Exactly reversed direction [-2] Restricted angle range [-2]
20215082	gaeeeguri	8	1	1	4	4	2	20	
20225067	gistjackdaniel	6	1	1	4	4	2	18	Exactly reversed direction [-2]
20245109	GwanLiZa	8	1	1	4	4	0	18	No report [-2] *Don't hardcode resolution into trackball logic.
20268007	lbsokvispn	8	1	1	4	4	2	20	
20225160	Jangseo5160	6	1	1	4	4	2	18	Exactly reversed direction [-2]
20205196	JIN0138	8	1	1	4	4	2	20	
20245046	JOO404	8	1	1	4	4	2	20	
20245208	jyy0316hlh	0	0	0	0	0	0	0	No submission [-20]
20225115	kelly-akty	4	1	1	4	4	2	16	Exactly reversed direction [-2] Restricted angle range [-2]
20215042	Kim-SeungJu	8	1	1	4	4	2	20	
20268011	lomination	8	1	1	4	4	2	20	
20225179	pns2003	8	1	1	4	4	2	20	
20245252	Misheel28	4	1	0	4	4	0	13	Exactly reversed direction [-2] Malfunctioning due to incorrect camera basis vector(s) [-2] Dolly not implemented [-1] No report [-2]
20268008	MisterRath	8	1	1	4	4	2	20	*Next time, link the result images properly.
20215115	N/A	0	0	0	0	0	0	0	No submission [-20]
20235203	no-ikjun	6	1	1	4	4	2	18	Exactly reversed direction [-2]
20225069	packmoon60	4	1	1	4	4	2	16	Exactly reversed direction [-2] Malfunctioning due to incorrect camera basis vector(s) & Restricted angle range [-2]
20255070	rhseung	4	1	1	4	4	2	16	Exactly reversed direction [-2] Malfunctioning due to incorrect camera basis vector(s) [-2]
20235031	saddummy5031	8	1	1	4	4	2	20	
20225084	seoeunwon	8	1	0	4	4	2	19	Dolly not implemented [-1]
20225186	seohyj	6	1	1	4	4	2	18	Exactly reversed direction [-2]
20261093	seokmin0310	0	0	0	0	0	0	0	No submission [-20]
20205098	sleeep23	8	1	1	4	4	2	20	
20205049	starrytl	8	1	1	4	0	2	16	No shading by point light [-4]
20255150	win-min-06	0	0	0	0	0	2	2	Execution failed [-18]
20245116	yangminseo	6	1	1	4	4	2	18	Malfunctioning due to incorrect camera basis vector(s) [-2]
20225161	YS0421	6	1	1	4	4	2	18	Exactly reversed direction [-2]
20225017	zer0pacity	8	1	0	4	4	2	19	Malfunctioning in dollying [-1]

Statistics

Avg	Std
15.85294118	6.121958322

Penalty

Types	Subtypes	Cases	Penalty Score
Task 1 (10)	Drag (8)	Exactly reversed direction	2
		Malfunctioning due to incorrect camera basis vector(s)	2
		Restricted angle range	
	Zoom (1)	Malfunctioning in zooming	1
	Dolly (1)	Malfunctioning in dollying	1
Task 2 (8)	Directional light (4)	Incorrect shading by directional light	2
		No shading by directional light	4
	Point light (4)	Incorrect shading by point light	2
		No shading by point light	4
Report (2)		Missing student information	1
		Inconsistent result images with playing	1

Contact

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