CSci 5619, Fall 2018  

Exercise 2 Rubric

Name ___________________________  Score (out of 50) __________________

____ The student has submitted a fully functional program, whose capabilities can be easily tested by the TA (5pts)

____ The virtual environment is richly detailed, with exquisitely realistic (or surrealistic) textures and geometry. When the user puts on the headset, the virtual environment completely surrounds his or her view – everywhere one looks there is a view of virtual terrain, virtual sky, etc. so that one has the feeling of being totally immersed in another place. (15pts)

____ The virtual environment contains one or more highly realistic or fantastic, richly detailed, appropriately animated or posed virtual characters whose dynamic movements or arrangement in the space are appropriate to the scene and help bring the environment to life. (15pts)

____ The user is able to virtually travel around the environment by walking and teleporting. The initial default view position is appropriately defined so that when the application starts up, the user finds themselves in a position and orientation in the virtual world that is suitable for beginning to explore the space. The application has been customized in some unique / creative way, e.g. through the choice and placement / animation of characters in the environment. (10pts)

____ The student has submitted a one-page write up featuring a screen shot of the application in use. The writeup includes a brief reflection on the implementation process (what was easy, what was difficult, and why) and a brief explanation of the customization that was implemented and why that customization was chosen, along with explicit citations of all resources used. (5pts)