

Comments Please see the attached report from Toby Howard and Tim Morris.

COMP27112 2015-16 General exam feedback

Toby Howard

Section B

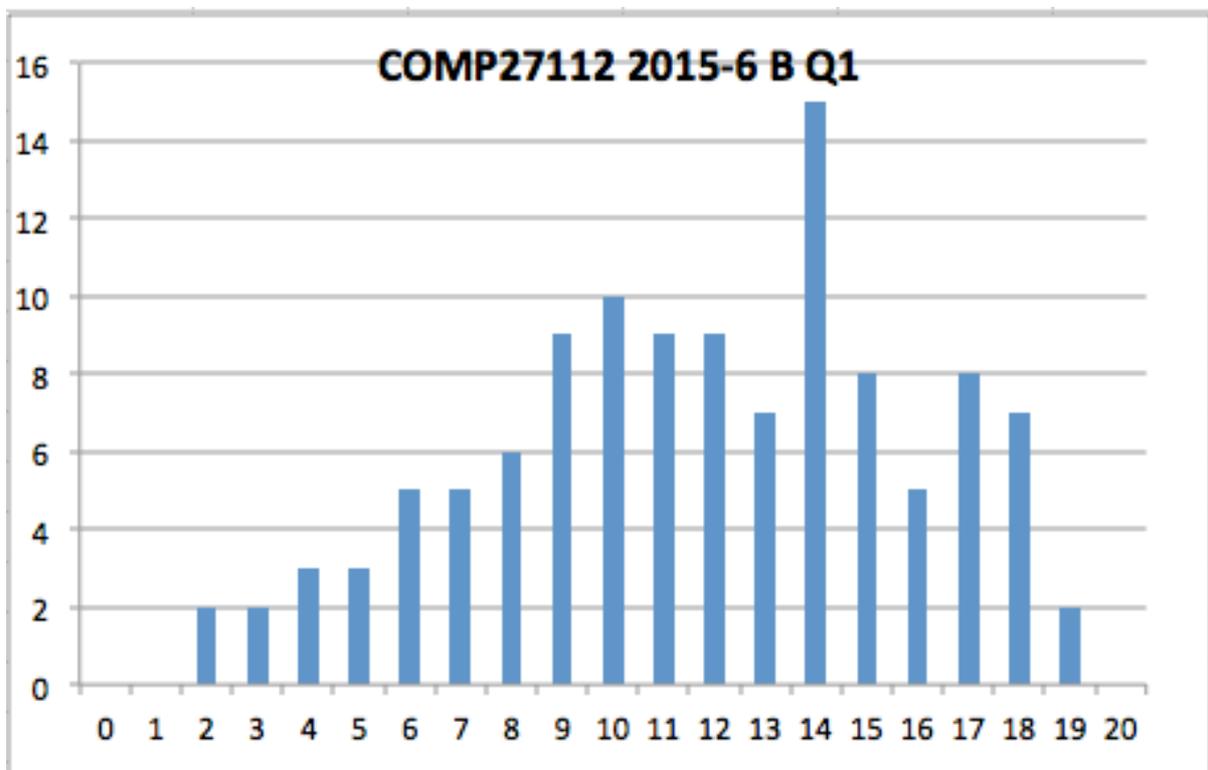
Question 1

This question was reasonably well-answered with an overall average of 58% and a STDDEV of 4.2.

I was astonished that about 1/3 of the class did not know what a “polygon normal vector” was, something which was mentioned in almost all (if not all) my lectures. Part (d) was generally poorly answered. You were being asked to think here, and apply your overall knowledge about COMP27112 to the problem of capturing the geometry of Lecture Theatre 1.1, and many students were not able to say anything sensible, or indeed imaginative, which was disappointing.

What let most students down generally was a combination of very hard-to-read handwriting, and their diagrams, which the question specifically asked for. Some students draw good, clear diagrams; most drew poor, unclear, and tiny diagrams; a few students didn't draw any diagrams.

The mark distribution is shown below (mark/20 on X-axis, number of students scoring that mark, on Y-axis) .



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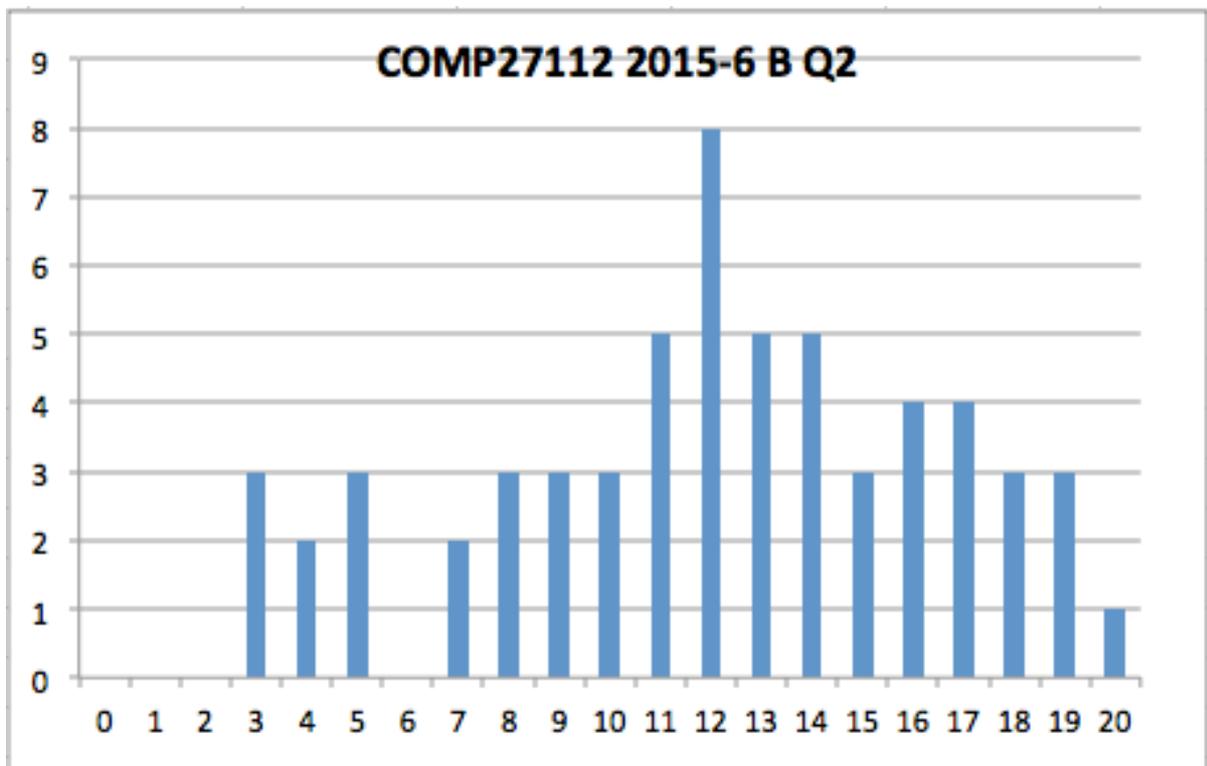
Question 2

This question was well-answered with an overall average of 60%, and a STDDEV of 4.5.

This was a fairly straightforward question, relying on your understanding of the basic ideas of local illumination, and mesh shading. Unfortunately, many students just wrote down formulae, with no explanation or narrative. About half the class had no understanding of bump mapping (part (d), which surprised me).

What let most students down generally was a combination of very hard-to-read handwriting, and their diagrams, which the question specifically asked for. Some students draw good, clear diagrams; most drew poor, unclear, and tiny diagrams; a few students didn't draw any diagrams.

The mark distribution is shown below (mark/20 on X-axis, number of students scoring that mark, on Y-axis) .



COMP27112
Computer Graphics and Image Processing

Section C

The overall mean for section C was $49 \pm 25\%$

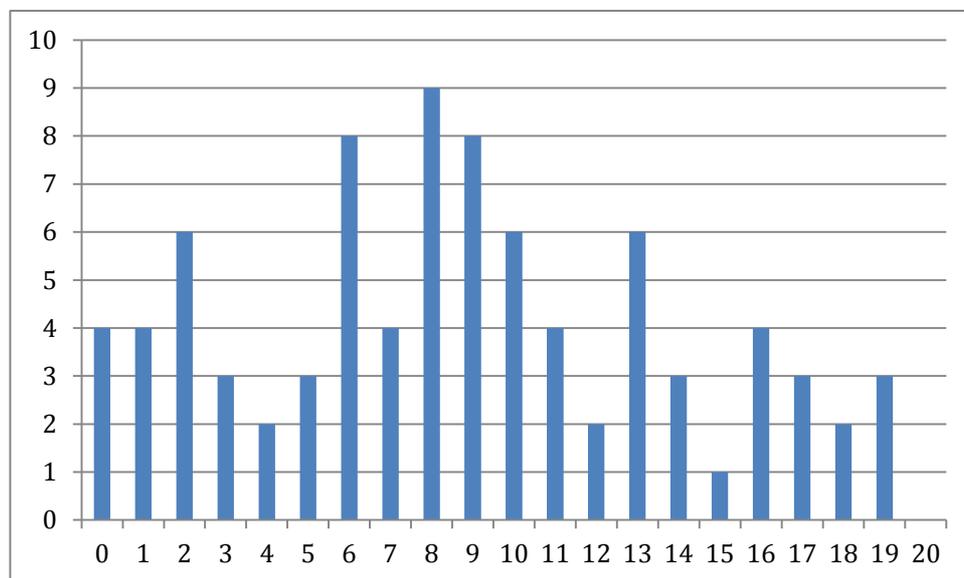
Comments about the individual questions are below.

Question 3

The question was, in general, poorly answered, although some candidates achieved full marks. The two main errors were to

1. misunderstand scale – answers suggested it referred to multiplying pixel values by a scalar, not the characteristic spatial size of an object
2. misunderstand “edge” – answers suggested it referred to the edge of a polygon in a graphical modelling scheme. Strange given how forcefully this was defined in lectures.

The mean mark was $42 \pm 25\%$. The mark distribution was



Question 4

The question was generally much better answered, but by fewer candidates. It was easier to gain marks if students had understood the principles that were taught. As one candidate wrote “you’re a boring toad” if you don’t answer this question.

The main reasons marks were dropped were by:

1. not including sufficient detail in explanations,
2. suggesting that the algorithm that was implemented in the coursework was the solution
3. not completing the question.

Mean mark was $62 \pm 17\%$. The mark distribution is shown below:

