

CMSI 371-01
COMPUTER GRAPHICS
Spring 2014

Assignment 0415 Feedback

Proficiencies of + can now be applied to all outcomes in this assignment.

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1c — Scene done! Bummer there's just a single object in there. You did figure out a background image, but that isn't related to WebGL anyway. (/)

2a — Transform mastery has one loose end: your instance transformation does not rotate. (/)

2b — Projection hasn't improved. (|)

2c — Diffuse lighting implemented, but not specular. (/)

3a — Interaction and animation also look great—just not much of it there. (|)

3d — Your library is pretty much done, except for those lookAt unit tests. (|)

3e — You've taken your shaders as far as diffuse lighting; specular lighting not reached. (/)

4a — Things work overall but lack, well, more functionality. (|)

4b — Separation of concerns looks to be successfully maintained. (+)

4c — Nice looking code. (+)

4d — Good job rounding up the needed information to finish up this scene. It's just a pity that you could have done more than a single ball. (|)

4e — Commit frequency and messages are appropriate to the work done. (+)

4f — Diffuse lighting submitted on time, with specular never arriving. (|)