CMSI 371-01
COMPUTER GRAPHICS
Spring 2014

Assignment 0130 Feedback

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1a — You were certainly able to represent some visual information in terms of pixels and geometric primitives here. My main issue though is the lack of intentionality in what you drew—they are very abstract, almost random. You are missing out a little bit by not trying to draw something that requires more control and produces something more recognizable. (**|**)

4a — Your code generally works well, although you have some general-level programming issues, one much more severe than the other. These are noted inline. Make sure to take heed. The proficiency here takes a bigger hit than you might expect due to the severity of one of the issues (when you read the inline comments, it will be pretty clear which one took things down the most). (**/**)

4b — Also as mentioned in the inline comments, your code works as written for standalone drawing, but needs a little more structural work so that it is reusable by other code (e.g., the keyframe tweening library). You did, however, implement separation between data and drawing code, which is good. (**|**)

4c — Your code is generally readable, with useful comments here and there. I wish you would be more consistent with your spacing though; some constructs are formatted differently in different places (for example, look at your `for` loops). On the one hand, true, it is "just spacing," but on the other hand, this really should be second nature to you by now. (**|**)

4d — You were able to pick up on `canvas` drawing on your own, beyond what was shown in class. (**+**)

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

4f — Submitted on time. (**+**)