CMSI 371-01
COMPUTER GRAPHICS
Spring 2014

Assignment 0501 Feedback

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1c — Feedback on scene composition remains from before. (**/**)

2a — Transforms are used decently in interaction, although not in the most efficient way. (**|**)

2d — You showed up for clipping and hidden surface removal! (**+**)

3a — The optical illusions of the goal image and ball scaling are clever, but for this class we are more after actual 3D object animation. (**/**)

3e — Shader feedback remains the same as before. (**/**)

4a — Feedback on code quality remains the same as before, but now we take a hit because *this* assignment focuses on interaction functionality and the interaction implementation is flawed in many ways—see the in-line comments. (**/**)

4b — Separation of concerns in the interaction code isn't clean—the whole sequence of nested `setInterval` calls/functions is a highly fragile way to update 3D object movement. (**/**)

4c — Code formatting feedback is the same as before. (**+**)

4d — Some success in gathering the information needed in order to design and implement your desired interaction sequence. (**+**)

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

4f — Interaction functionality submitted on time. (**+**)