

CMSI 371-01
COMPUTER GRAPHICS
Spring 2014

Assignment 0318 Feedback

For outcome *3d*, this assignment only covers a subset of the full graphics library that is expected to come out of this class, so it has a maximum proficiency of | for now. Similarly, this assignment applies only to the vertex shader aspect of *3e*, so that outcome also has a maximum proficiency of | until a future assignment expands that to include the fragment shader as well.

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- 1b* — Your field/cube (see inline note on how those are fundamentally the same shape) and sphere implementations show that you understand well how to build polygon meshes. (+)
- 1c* — You have the start of a scene plus most of the requested shape group functionality. Grow your scene a bit more to spot the loophole in your shape group implementation. (|)
- 3d* — At this stage your library covers just geometric primitives, and in that area you have started well. (|)
- 3e* — You've got the rudimentary shaders working well with your scene so far. (|)
- 4a* — In terms of functionality, you hit most of the beats of this assignment except for completely bug-free shape groups. (|)
- 4b* — Separation of concerns was primarily established by the sample code, but you dinged it a bit by defining `VerticiesPasser` (misspelling is in the code) at top-level scope. (|)
- 4c* — Your code is quite clean and readable, even in the gnarliest sections of your polygon mesh generation functions. (+)
- 4d* — You generally did well using and finding available information for figuring out your shapes but fell short a *tiny* bit with shape groups. (|)
- 4e* — Commit frequency and messages are appropriate for work done to this point. (+)
- 4f* — Shapes submitted on time, including slightly buggy shape groups. (+)

Updated feedback for commits up to 5/10/2014; only re-evaluated outcomes are shown:

- 1c, 4a, 4d* — Shape group implementation loophole eliminated :) (+, +, +)
- 4b* — Separation of concerns top-level scope issue has been resolved. (+)