CMSI 371-01
COMPUTER GRAPHICS
Spring 2014

Assignment 0311 Feedback

This assignment applies only to the color computation aspect of *2c*, so that outcome has a maximum proficiency of | until a future assignment expands that to include light computations as well.

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1a — Pixel-level handling is signed, sealed, and finally delivered. (+)

2c — You've shown that you can make color computations without a problem. Show the same correctness with lighting computations in later assignments and you'll be fine. (|)

3b — Good work with the dashed line, but a little trip-up with working at the primitive level (gradient circle color issues). (|)

3c — Your filters successfully perform low-level color manipulation, but the other way to do this is with gradients and that implementation has some bugs (see inline comments). (|)

4a — All code except for the gradient circle works mostly well with no major issues. As noted in the inline comments, one of your neighborhood filters *seems* to use the pixel neighborhood but in reality only uses the last one in the array. Back to that gradient circle, again as stated in the inline comments you're getting a decent gradient out, but the colors aren't right. These are not gigantic bugs, but still stand as flaws in your implementation. (|)

4b — Separation of concerns largely maintained. (+)

4c — Code is decently readable except for some inconsistent spacing. Get the hang of that; if needed, find a text editor that can automate this for you. (|)

4d — You generally did a good job using the available information to do your work, minus that pesky gradient circle. (|)

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

4f — Filters submitted on time, with primitives work a few hours late. (|)

Updated feedback for commits up to 3/29/2014; only re-evaluated outcomes are included:

3b, *3c*, *4d* — Gradient circle now fills correctly. (+, +, +)

4a — With the gradient circle fixed, the last standing issue is the "artificial" neighborhood filter that you called fader in the code. (|)