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.

Abdulrahman M. Alzaid   *AbdulZaid / mr.d7oom@gmail.com*

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. (**+**)