CMSI 371-01
COMPUTER GRAPHICS
Spring 2014

Assignment 0218 Feedback

This assignment applies only to the 2D aspects of 2a and 3a, so those outcomes have a maximum proficiency of | until a future assignment expands those to include 3D.

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

1a — You demonstrate a decent ability to represent visual information with pixels and geometric primitives here, though with a much more abstract approach than others. (**+**)

2a — No problems with 2D transforms—keep it up in the next dimension and you'll be fine. (**|**)

3a — 2D animation handled, with custom tweening of multiple attributes—no problems here, just maintain this quality when we get some depth. I particularly like how your quad curves can have a 3D effect; in fact the 2/18 version shows this more strongly than in your final version, but it's still there. Overall, I think you took ownership of the abstract notion quite well; I can imagine your visuals populating an avant grade music video **:)** (**|**)

4a — You implemented all of the requested functionality, and implemented them correctly. (**+**)

4b — You separated concerns well, particularly the way your sprite code is used by your keyframe code. (**+**)

4c — Code is very readable; I had no problems seeing what was going on. One naming note: top-level objects like your sprite library typically have capitalized names (i.e., `SpriteLibrary`). This emphasizes the "global module" aspect of these objects. (**+**)

4d — The quality of your work speaks well of your ability to use available resources and documentation. (**+**)

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

4f — Technically complete on time but using just one sprite. Additional sprites and significant revisions and improvements came in after that. (**|**)