CMSI 371-01
COMPUTER GRAPHICS
Spring 2016

Assignment 0308 Feedback

Outcomes that eventually cover both 2D and 3D continue to max out at | for now because this assignment remains in 2D.

JB Morris *jb0001994 / josephburtonmorris@gmail.com*

*Notes while running (high-priority notes are marked with ***):*

- Oops! You were supposed to replace the scene with something built from your sprites!
- Your neighborhood page shows that the sprites *are* loaded…but you just never use them.
- Filters are fine otherwise.
- The gradient circles look right, but take way too long to draw. We'll have to see what the code says to track down the bottleneck.

Code review (refer to http://lmucs.github.io/hacking-guidelines/ for code-review abbreviations):

1. OK, so your sprites are indeed loaded into both pages…but are left uncalled. (*4a*, *4d*)
2. Looks like you did some research for your filters, especially the neighborhood ones…kudos. +(*2c*, *3c*, *4d*)
3. *** And there is your problem: the new `plotCirclePoints` implementation doesn't really take advantage of the octant anymore. That's why things seem so slow: *the code is filling the entire circle for every vertex of the octant*. That is the root of the problem. If you look at the new `plotCirclePoints`, you'll notice that it never actually uses the `x` and `y` arguments in a meaningful way. But that's the key—the code *shouldn't* ignore those arguments, instead *only filling the region "covered" by that vertex*. Otherwise, why bother calling `plotCirclePoints` at all? (*2d*, *4a*)
4. Plus you have glitchy indentation and some commented-out code. (*4c*)

1a — | …Slight knock for not using your sprites.

2c (max |) — |

2d — / …Significant inefficiency with chosen gradient circle implementation, plus missing the point of `plotCirclePoints` in the first place.

3c — +

4a — / …Missing usage of your own sprites *and* excessive inefficiency with the circle gradient.

4b — | …This one just hits the design miss of nullifying the circle octant optimization.

4c — | …Sum total if code presentation glitches, particularly in *primitives.js*.

4d — | …Missed instruction to draw your own scene to filter.

4e — Somewhat terse commit frequency nor descriptiveness, even considering the commits that took place before the files were moved to the final location. (/)

4f — Even after *git* merge fix, quite a bit of work submitted after the due date, up to March 14. (/)