

CMSI 371-01

COMPUTER GRAPHICS

Spring 2016

Assignment 0329a Feedback

This is the last assignment where *3a* tops out at | as we head toward the full expected functionality of your library code. Meanwhile, *3d* also stays at | until we get sufficient functionality in our shaders.

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

- I see how you used multiple HTML files for different purposes. That is fine initially but you should eventually consolidate into a single scene HTML file.
- Shape test suite is noted, but tests are failing. You should debug that.

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

1. Gaaaa, tabs in your code, mostly in *shape.js*, too. (4c)
2. Your shape test suite only tests the polygon meshes. You'll want test for the other expected functions too, especially shape children. (4a)
3. Shape library looks decent...but why is the cylinder commented out? (1b, 4a)
4. The same can't be said about the *Shape* object itself, which appears to be little more than a constructor. Isn't there other functionality that you can move in there? (cough multiplyMatrices sic cough) (4b)
5. Too. Much. Commented. Out. Code! (4c)
6. Child/grouped objects are used in *matrices-webgl.js* and appear to work as intended. +(1c)

1b — +

1c — +

3a (max |) — / ...Shape object can take on more.

3d (max |) — |

4a — |

4b — |

4c — / ...Normally commented-out code is not so severe but there's just *so much of it* in these files.

4d — +

4e — | ...Decent commit messages but for this amount of work, you could have committed more.

4f — | ...Nice chunk of work done by the due date, but ultimately could have been more.