CMSI 371-01
COMPUTER GRAPHICS
Spring 2016

Assignment 0225 Feedback

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

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

- Cool, nice entertaining toon with good detail.
- No technical issues except you probably don't need that "suh dude" console log anymore.

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

1. Custom parameter tweening is straightforward, but damn that line 119 of *keyframe-tweener.js* is just too long (*http://lmucs.github.io/hacking-guidelines/all/#all-max*). Line 167 also, though less severe. (*+3b*, *4c*)

2. *** Custom easing function seen, but (a) you were supposed to supply two (the commented-out one is clearly unfinished), and (b) the function is not strictly non-monotonic. Both issues directly diverge from the assignment instructions. (*3b*, *4a*, *4d*)

1a — **+**

2a (max **|**) — **|**

3a (max **|**) — **|**

3b (max **|**) — **/**

4a — **|** …This, *3b* above, and *4d* below, are impacted by the unfulfilled instructions.

4b — **+**

4c — **|** …Although the code is fairly clean except for the line length, I figured it would be useful to still knock the proficiency as a reminder.

4d — **|**

4e — Decently consistent frequency and descriptive messages, plus a nice head start in late February. (**+**)

4f — Submitted on time. (**+**)