

CMSI 371-01
COMPUTER GRAPHICS
Spring 2016

Assignment 0428a Feedback

Due to time constraints, this feedback is being kept brief. If you would like a longer discussion of your 3D scene, please contact me and we can find some time for a review.

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

- Yaaaaa which of these HTMLs is your scene??? Ah OK...ice cream...that looks like it...
- Heh, cute. Although (a) I think it could have been framed better (the scoops pile on pretty high) and (b) rotation around the y -axis is barely visible—you could have chosen a better animation, I think.
- You had other shapes right? Those would have been perfect for sprinkles...

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

1. *** Tabs still in your code mang.
2. Huge commented-out code blocks...no.
3. Note also that the projection matrix never changes—thus you don't need to keep setting it inside the scene-drawing function. Set it once outside and you're done.

1b — | ...More shapes from your library would have been nice.

1c — +

2a — +

2b — +

2c — +

3a — +

3d — +

4a — +

4b — | ...Over-setting the same matrix.

4c — / ...Tabs, commented-out code.

4d — +

4e — +

4f — +