

# CMSI 371-01

## COMPUTER GRAPHICS

Spring 2016

### Assignment 0428b 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.

Outcome 2d is based on your presence at the April 29 class section on clipping and hidden surface removal, as documented by the picture(s) taken on that day.

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*Notes while running (high-priority notes are marked with \*\*\*)*: Please refer to 0428a feedback for this; both lighting and interaction were examined during the same runtime session.

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

1. \*\*\* No, no, onclick attributes are no longer acceptable—security risk. Keep your event handlers exclusively in JavaScript.
2. \*\*\* The addScoop function wouldn't need to be global if you had set the event handler inside JavaScript.
3. So many possibilities at the cost of but a few lines of code, like better framing, more striking lighting, better rotation (or even just the other sample code where the mouse grabs the ice cream cone—I mean come *on* you want to hold it and drool over it right?), scaling or camera to make it look like you're about to eat it...
4. ...and sprinkles! The code is set up to be able to do a lot of those things with very little additional effort, now that the foundations are there.

1c — +

2a — | ...Minor adjustments could have made the presentation more effective.

2d — +

3a — | ...*cubes and pyramids and icosahedrons as sprinkles...think about it...*

3b — | ...Better animation choices with little effort. Because a symmetric object spinning about the *y*-axis isn't the most interesting kind of spin.

3d — +

4a — | ...The many additional ideas that were *that close*.

4b — / ...No DOM-level controller code in HTML please. And no global variables (which ties in to why we don't like DOM-level controller code in HTML).

4c — + ...OK fine this is just for your interaction code.

4d — +

4e — +

4f — +