

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.

Ed Seim

SirSeim / sirseim@gmail.com

*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. Light rotation for interaction is clever, but with the foundation that is here, I can't help but be greedy and look for more low-hanging things that could have been done, like changing colors, multiple light sources, additional independently-moving objects...
2. And I am not forgetting that camera cheat **O_o**

1c — +

2a — / ...So much more potential to unlock, and yes, that camera matrix isn't one! (hitting it harder here because it's more related to interaction than lighting)

2d — +

3a — +

3b — | ...Camera spills a bit into here, but not so much.

3d — +

4a — | ...Interaction does hit the technical requirement of the assignment, but things could have gone further without too much additional effort.

4b — +

4c — +

4d — +

4e — +

4f — +