

CMSI 371-01

COMPUTER GRAPHICS

Spring 2016

Assignment 0308 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 ***):*

- Apply/remove on those filters—nice touch :)
- But just one filter each? We'll see in the code.
- Gradient circles look like what they should be. But oh the console logs...

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

1. OK, the other filters are there. Not bad, though the neighborhood filters are somewhat derivative—both kind of the same, more of a subset of the filters given in the sample code. (3c, 4a)
2. For the primitives, I appreciate the strategy of largely adopting the structure of the rectangle gradient to the circle. The code is not as compact as it could be, but I can appreciate the symmetry. (+2c, 4b)

1a — +

2c (max |) — |

2d — +

3c — | ...The neighborhood filters could have been chosen better.

4a — + ...Functionally OK, though the not-so-compelling neighborhood filters might have spoiled things.

4b — | ...The mirrored rectangle code was not really necessary and makes the code longer than it has to be.

4c — +

4d — +

4e — Commit frequency is OK, and the messages are so descriptive it's almost TMI **O_o** (+)

4f — Submitted on time. (+)