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 ***):

- Heh, that's a funky scene. The lights on the "wings" look particularly good in animation.
- Conversely, something weird is going on with the lighting on that sphere. It's like the specular highlight is corrupted with dark energy (!).
- Also, a "Rotation Matrix contains NaN" warning comes up—it's great that your library calls this out, but accordingly, your calling code should address that before the code gets to that warning.
- …and yet it stops after 20 messages. Weeeeiiiird.

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

1. Diffuse + specular lighting code all checks out. No time to delve into that sphere but that is something to look into, definitely.

2. Bwahahaha at first I thought when I looked at your shader that you were able to convert the rotation implementation into something using the camera matrix, but nooooo you just cheated **:)** Still, I like that it shows your understanding of what's going on.

3. Ultimately, very nice idea, moving the light source. Not a lot of students caught on to that as an option.

1b — **+**
1c — **+**
2a — **|** …Should find a way to not fall into that rotation matrix NaN warning.
2b — **|** …C'mon, perspective at least, right?
2c — **|** …Weird "dark energy" sphere lighting.
3a — **+**
3d — **+**
4a — **+**
4b — **+**
4c — **|** …It's the end of the semester! You can delete some of that commented-out code outright.
4d — **+**
4e — **+**
4f — **+**