

CMSI 371-01

COMPUTER GRAPHICS

Spring 2016

Assignment 0329a Feedback

This is the last assignment where $3a$ tops out at $|$ as we head toward the full expected functionality of your library code. Meanwhile, $3d$ also stays at $|$ until we get sufficient functionality in our shaders.

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

- Scene looks good...code review will reveal if there are children among these.
- Nice to see that Shape test suite, despite many groups having a single case...

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

1. OK, I can see how many of the groups really could have just one case... (+4a)
2. Overall design trajectory and current functionality of Shape object looks good to me; some nice touches there. +(3a, 4a, 4b)
3. You should use children more aggressively though, to get the kinks out if any. (1c, 4a)

1b — +

1c — + ...But you should use this in your scene more.

3a (max $|$) — $|$

3d (max $|$) — $|$

4a — +

4b — +

4c — +

4d — +

4e — + ...Yeah you got this down. Just, um, start earlier?

4f — + ...Sufficient work done by the due date.