

CMSI 371-01
COMPUTER GRAPHICS
Spring 2016

Assignment 0204 Feedback

Outcomes that eventually cover both 2D and 3D max out at | for now because we are dealing only with 2D in this assignment. They will expand to their full potential with the 3D course work.

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

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

1a —

2a (max |) —

3a (max |) —

4a —

4b —

4c —

4d —

4e — | ...Decently descriptive messages and sufficient time management, but you could have probably phased your work in finer-grained chunks.

4f — + ...Submitted on time.