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 ***):

- Nanoshop filters work fine out of the box; we'll look into the code to get at the second one of each type.
- Circle is filled solid so this part of the assignment does not appear to be finished.

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

1. *** Second filters of each kind were seen and tried in the code—generally OK except that the `grainy` filter has a typo on line 41 that keeps it from executing successfully. This is a big oversight—always test everything before committing your code! (*4a*)

2. Circle primitive code shows appropriate first step toward a gradient, which is to fill the circle with a solid color. However the next steps were not taken. (*2c*, *2d*)

3. Incorrect indentation seen in *nanoshop-demo.js* and *nanoshop-neighborhood-demo.js*. (*4c*)

4. Overly long line 44 in *nanoshop-neighborhood.js*. (*4c*)

5. *http://lmucs.github.io/hacking-guidelines/curly/#curly-rsrv* in the `next` function of *nanoshop-neighborhood.js*. (*4c*)

1a — **+**

2c (max **|**) — **/** …The circle is the spoiler here.

2d — **/** …Also the circle.

3c — **+**

4a — **|**

4b — **+**

4c — **|**

4d — **|** …Circle miss again.

4e — Commit frequency can be a *little* bit better, especially for the *nanoshop* filters—I mean, each filter is its own unit of work, right? Descriptiveness is decent though can still have more detail. (**|**)

4f — Submitted on time. (**+**)