

CMSI 371-01

COMPUTER GRAPHICS

Spring 2016

Assignment 0225 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 ***):*

- Very well-executed scene, with notable attention to detail.

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

1. Custom parameter tweening is straightforward and functional, but (a) leftover comments should be removed, and (b) line 125 is too long (<http://lmucs.github.io/backing-guidelines/all/#all-max>). (4c)
2. Non-monotonic easing functions noted and used in the scene. (+3b)
3. Slight indentation oversight in easeOutCirc function. (4c)

1a — +

2a (max |) — |

3a (max |) — |

3b (max |) — |

4a — +

4b — +

4c — | ...Slight slip-ups in code presentation.

4d — +

4e — Decent frequency and descriptiveness, plus some sufficiently early work (though not *that* much). (+)

4f — Submitted on time. (+)