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.

Nicholas Soffa   *SoffaKing88 / zaramath88@gmail.com*

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

- Nice—the classic basis for 3D first-person.
- The lighting seems odd though; just a quick flash. Will need to look at the code for that.
- Ah OK, I see more when moving to the right. Funny how that specular highlight is really fleeting. I guess for this kind of scene, multiple light sources would be better.
- One thing this idea could have used is more stuff. You have more shapes in the library; it wouldn't have taken that much more effort to "decorate" the hallway.

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

1. Oh wait, you do have two light sources! …ah, but you weren't able to take them into account in the shader. Good that you thought about it though.
2. Come to think of it, an entire "hallway" of lights would have been an interesting thing to take on, especially with those specular highlights.

1b — **|** …Mainly an "unused potential" ding. A pyramid or sphere or two in that hallway would have been a good demo without requiring a lot of additional code.

1c — **+**

2a — **+**

2b — **+**

2c — **|** …Well done on a basic level, but the chosen scene does beg for more light sources—as you noticed too. Would be nice to see it happen.

3a — **|** …Unused objects hit here too.

3d — **+**

4a — **|** …More lights on the functionality wish list.

4b — **+** …For the *lighting* code. Will have more to say about this for the interaction code.

4c — **|** …A few swabs of commented-out code.

4d — **+**

4e — **+**

4f — **+**