

CMSI 371-01
COMPUTER GRAPHICS
Spring 2014

Assignment 0403 Feedback

With the inclusion of 3D transforms, outcome *2a* expands to a maximum proficiency of **+**. Outcomes *3d* and *3e* remain at a maximum of **|** because full coverage has not been reached yet in either outcome.

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2a — I think it's fair to say you've gotten a handle on transforms, both 2D and 3D—but please do take advantage of them more in your scene, and keep your unit tests updated (see *4a*). (**|**)

2b — You have successfully implemented 3D projection. (**+**)

3d — At this point I also know that you got `look` done, but in-keeping with the scope of this assignment we'll just say “good job, keep it up”—knowing that all will be well in the end :) (**|**)

3e — No problems with adding instance transformations to your shader—again, make sure to use them in the final version of your scene. (**|**)

4a — Almost no technical issues seen with the code—except for your matrix unit test suite, which appears to be lagging in updates, what with its lingering references to `Vector`. Remember, whenever you change any code, always run the unit test suite associated with it, when there is one. (**/**)

4b — The code is structured well, with decent separation of concerns. (**+**)

4c — Code is mostly formatted well except for occasional excessive tightness. This is particularly harmful with mathematical expressions. (**/**)

4d — Good job lining up the needed information to get your matrix library up and running. (**+**)

4e — Commit frequency and messages are appropriate to the work done. (**+**)

4f — Submitted on time but misnamed and unused in the scene until much later. (**|**)