CMSI 371-01
COMPUTER GRAPHICS
Spring 2014

Assignment 0415 Feedback

Proficiencies of **+** can now be applied to all outcomes in this assignment.

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1c — Scene done! Bummer there's just a single object in there. (**/**)

2a — Transform mastery has one loose end: you barely use it! (**/**)

2b — Projection hasn't changed, but we note now the incorrect argument order used when calling it. (**|**)

2c — Diffuse lighting implemented, but not specular. (**/**)

3a — Interaction and animation limited to the rotation shown in class. (**/**)

3d — Your library is pretty much done, except for those `look` unit tests. (**|**)

3e — You've taken your shaders as far as diffuse lighting; specular lighting not reached. (**/**)

4a — Things work overall but lack, well, more functionality. (**|**)

4b — Separation of concerns has two main points of improvement: the obvious one is the *filename which I've been asking everyone to change for weeks*. OK, so maybe that is not separation of concerns but it definitely has to do with appropriate organization of your code. That is just unacceptable given the number of times it has been mentioned in class. Second point is scene generation. Some [unnecessary] duplicate vertex generation there, ripe for tightening up. (**/**)

4c — Nice looking code. (**+**)

4d — Noted that you rounded up some needed information to finish up this scene. It's just a pity that you could have done more than a single ball. (**|**)

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

4f — Diffuse lighting submitted on April 29, with specular never arriving. (**−**)