

CMSI 371-01
COMPUTER GRAPHICS
Spring 2014

Assignment 0501 Feedback

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- 1c* — Feedback on scene composition remains from before. (/)
- 2a* — Transforms are not used in interaction—object rotation doesn't count. (/)
- 2d* — You showed up for clipping and hidden surface removal! (+)
- 3a* — It's a lonely 3D world. (/)
- 3e* — Shader feedback remains the same as before. (/)
- 4a* — Feedback on code quality remains the same as before, but now we take a hit because *this* assignment sought interaction functionality but doesn't have it. (/)
- 4b* — Separation of concerns feedback is the same as before. (/)
- 4c* — Code formatting feedback is the same as before. (+)
- 4d* — No success in gathering the information needed in order to design and implement your desired interaction sequence. (−)
- 4e* — Commit frequency and messages are appropriate to the work done. (+)
- 4f* — Interaction functionality is not implemented. (−)