CMSI 371-01

COMPUTER GRAPHICS

Spring 2013

Assignment 0226 Feedback

Because *2c* involves color and light computations, and this assignment pertains only to color, *2c* tops out at **|** with future assignments allowing expansion of this to **+**.

Britain Southwick

1a — Your proficiency with handling digital visual information in terms of pixels and geometric primitives is definitely well-demonstrated here. (**+**)

2c — No problems with color computations here at all. Transfer them to when we are dealing with light and you will be just fine. (**|**)

3b — You have shown a fine capacity for implementing graphics primitives. The circle gradient code can indeed be made more efficient; see the inline comments for my suggestions on the matter. But we can view the optimization as a distinct phase after delivering functionality, so we won't ding you on that. (**+**)

3c — Your filters are fun and implemented correctly. As mentioned in the inline comments, your neighborhood filters can actually have reasonable single-pixel equivalents, and it would be interesting to compare the results of the two approaches side-by-side. (**+**)

4a — Your code is certainly functional and works as intended. As mentioned, perhaps the biggest knock is the efficiency of the gradient circle routine. From a coding standpoint, I think the one thing that you should have caught is the "upkeep" portion where you use a loop instead of, ahem, *multiplication*. I wouldn't have let the redundancy drag this proficiency down, but not recognizing an addition loop as a non-loop multiplication warrants a *little* punishment **:)** (**|**)

4b — Your choices regarding separation of concerns are well-made. No problems here. (**+**)

4c — Your code is exceptionally readable and formatted well. This is very much appreciated! (**+**)

4d — Your work shows excellent use of resources and documentation. (**+**)

4e — Your commit pace looks corresponds with clean units of work, and your commit messages are very nice and descriptive also. Presumably you have also figured out by now why the first two circle implementations have those horizontal stripes? (**+**)

4f — Submitted on time. (**+**)