CMSI 371-01
COMPUTER GRAPHICS
Spring 2013

Assignment 0129 Feedback

Because this assignment covers a beginner-level exercise in representing, modeling, and creating visual information digitally, outcome *1a* tops out at **|**. Later, more advanced assignments will allow this outcome to expand to the maximum **+**.

Britain Southwick

1a — Your `canvas` pictures show a solid ability to represent, model, and create visual information in terms of pixels and geometric primitives at a beginning, fundamental level. The proficiency will increase accordingly as long as you show continued advancement. (**|**)

4a — Your code is largely correct and functional, with few semantic gaffes. For the small tweaks that you could have improved on, see the inline comments. (**+**)

4b — Your separation of concerns is generally good, but you missed a couple of opportunities: first, you hardcoded some values that are based on the `canvas`'s width and height rather than computing them from `canvas.width` and `canvas.height`. Second, in your fake 3D cube, you could have separated the cube's values from the drawing code. (**|**)

4c — Your code's readability is generally decent, with occasional spacing inconsistencies. I suggest that you make it a habit to use JSLint so you can get consistent guidance on spacing. (**+**)

4d — The final pictures lead me to believe that you made good use of available resources to create the images that you wanted to create. (**+**)

4e — You phased your code quite well, with good commit messages. The late-breaking filename fix is noted and appreciated **:)** (**+**)

4f — Submitted on time, except for the filename fix. (**+**)