CMSI 371-01
COMPUTER GRAPHICS
Spring 2013

Assignment 0212 Feedback

For outcomes *2a* and *3a*, proficiencies top off at **|** because this assignment only cover 2D aspects of those outcomes. Build on these when we go to 3D in order to reach the **+**.

Britain Southwick

1a — Very nicely done! I think it is safe to say you have mastered pixels and geometric primitives. (**+**)

2a — You coordinated the 2D transforms in your animation very effectively. (**|**)

3a — Your 2D scene shows both creativity and technical ability quite well. (**|**)

4a — Your code is technically correct and functional, and for the "inner animation" portion it even goes beyond what was requested in the assignment. (**+**)

4b — You arranged your code very cleanly, separating scene-specific and library-level concerns well. (**+**)

4c — Your code was largely very easy to read, with some uncharacteristic spacing hiccups in the tweener library code. Because you otherwise did quite well and the final cleanup would not have taken a lot of time, I think this one deserves a ding. (**|**)

4d — Your work shows excellent use of available resources and documentation to find required information. (**+**)

4e — Your commit frequency and messages are very well done for this assignment. (**+**)

4f — Submitted on time. (**+**)