

CMSI 371-01
COMPUTER GRAPHICS
Spring 2013

Assignment 0319 Feedback

For this assignment, outcomes *1c*, *3d*, and *3e* max out at | because the requested functionality in this assignment only represents an initial foundation of what these outcomes represent overall.

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1b — You've shown decent proficiency at defining polygon meshes, but need a little more practice—overall your meshes (so far) have a notable number of missing faces. (|)

1c — Your overall scene has taken a good step forward, but without composite objects your functionality is currently limited. (/)

3d — You've made some headway in your shapes library, albeit the shapes themselves still have some gaps (literally!—see *1b*). (/)

3e — Your programmable shaders work fine, although so far we have not yet asked too much of them. (|)

4a — The code that you have is pretty functional and correct (minus the missing triangles here and there). Of course it is still missing a major portion—composite/container objects—so this proficiency primarily takes a hit because of that. (/)

4b — Separation of concerns looks well-supported in the work that you did. (+)

4c — Your code is pretty easy to read and understand. Your indentation gets a little too aggressive in your sphere function, but otherwise things look pretty clean. (+)

4d — Your work shows decent resource and information use, especially with the sphere vertex generation portion. As with other outcomes, you got a hit because of the unfinished composite portion. (|)

4e — Your commit frequency and messages are excellent. (+)

4f — Submitted on time (I decided to count the commented out composite code as part of your submission). (+)