CMSI 371-01

COMPUTER GRAPHICS

Spring 2013

Assignment 0418 Feedback

Outcome *3a* can now "graduate" with this assignment, with *2c* and *3e* maxing out in Assignment 0502.

Britain Southwick

1c — As of April 18, you still had some work to do in this area, but I know where things stand now so no worries here. (|)

2a — With help from me, your instance transform implementation has been successfully used to implement a couple of looping animations, one of which is user-controllable. This comprises a sufficient demonstration of your ability to apply transforms to 3D objects. (+)

3a — Your scene code can do both pre-programmed animation and user-driven interactive rotation. Although the additional possibilities are fairly endless—for example, I have to fight the urge to want to fly around your scene, or at least rotate around it!—for the purposes of this outcome you can consider yourself done. (+)

3e — Thanks to good separation of concerns, your vertex shader did not need revisions in order to support user-driven rotation. Work with the fragment shader is still pending before this can go to +. (|)

4a — The rotation and user-driven routines are all functionally correct. Of course I did help you through some of the trickier parts, but you still pulled your own weight just fine, including a decent instance transform capability and the good choice of factoring out an `Animator` object. (+)

4b — The good design choices noted in *4a* relate closely to separation of concerns, so that proficiency carries over to this outcome. (+)

4c — Your code remains, as it has been, generally readable and understandable, with just the occasional hiccup in terms of spacing. (+)

4d — For this particular assignment, you both did well on your own and good use of the "instructor" resource when called for, so that's great. (+)

4e — No problems again with your commit frequency and messages. You have this down nicely. (+)

4f — Submitted on time. (+)