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.

Chase Blokker

- 1b You've done really well with vertex generation, but restricted yourself to TRIANGLE_STRIP arrangements. You still need the generality of a full-blown polygon mesh. Normally, a missing mesh implementation would have netted you a / for this outcome, but because you did such a great job with the shapes that you did implement, I will set this at a | to acknowledge that, while also indicating that you still need some general mesh code in there. (|)
- 1c Your overall scene has taken a good step forward, but without composite objects your functionality is currently limited. (/)
- 3d Your shapes library is excellent (lack of meshes notwithstanding)—build out the rest of your graphics libraries in this way and you'll do fine. (|)
- 3e Your programmable shaders work fine, although so far we have not yet asked too much of them. (1)
- 4a The code that you have is certainly functional and correct (missing polygon meshes notwithstanding). 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 very easy to read and understand. Comments are in very good places and are genuinely helpful. I still caught a tiny tiny spacing hiccup (and it really is tiny), but otherwise things look pretty clean. (+)
- 4d Your work shows excellent resource and information use, especially with your selection of shapes. As with other outcomes, the hit here is because of the unfinished composite portion. (1)
- 4e Your commit frequency and messages are decent, although for the amount of work that you put into the shapes I think you could have broken things up a little better. But that is more of a judgment call than anything, so I won't let it ding the proficiency. (+)
- 4f Submitted on time. (+)