CMSI 371-01

COMPUTER GRAPHICS

Spring 2013

Assignment 0502 Feedback

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2b — Although this outcome is not officially part of this assignment, we note here that you have now also implemented frustum projection and are using it in your code, thus showing the maximum proficiency for this outcome. (+)

2c — You have successfully integrated diffuse lighting computations from the sample code into your scene. This was done correctly; ideally the specular calculation should be integrated also. (|)

2d — You were in class to hear me talk about clipping and hidden surface removal. Yay! (+)

3e — Specular lighting would expand your fragment shader beyond the trivial "set color" version, so it would be nice for you to get a feel for that. On the other hand, you also allowed me to demonstrate some more sophisticated uses of the vertex shader, so that is appreciated. (+)

4a — Your code is overall functional and correct, and fulfills the baseline functionality expected for this course. At this closing stage, loose ends include a missing camera matrix implementation, unit tests for the instance transform matrix, and cleanup of unused code. The way your 3D scene has evolved, these aren't dealbreakers, but they do still represent some incomplete coverage of work that could have been done. (|)

4b — Separation of concerns is affected by the lack of clean-up. In addition, you have two [divergent] copies of your JavaScript matrix library, which in production may cause maintenance or change management issues for folks who aren't careful. (|)

4c — Same comment as before—your code is generally readable aside from the lack of cleanup. That takes things down a notch. (|)

4d — For this go-round, you successfully integrated diffuse lighting from the sample code based on the information given. Plus you adapted well to the example that I set up for using the vertex shader (and thus the graphics card) more heavily. Nicely done. (+)

4e — Work after April 24 has proceeded at a decent clip, considering we were approaching the end of the semester. Commit messages are consistently detailed and descriptive. (+)

4f — Submitted on time (lighting functionality). (+)