

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.

Chase Blokker

Wow, quite a change in scene here from the last time. Of course that’s your choice; I just hope that the drastic change has not placed undue strain on your time.

1c — You’ve certainly shown an ability to compose scenes at this point. You have successfully implemented composite objects and instance transforms now, which makes up for prior deficiencies in this outcome. Hope you’re seeing the benefits of having those capabilities. (+)

2a — Your ability to compute and apply transforms is clearly demonstrated here. (+)

3a — You have built a significant amount of dynamic behavior to your scene. I have questions about your interaction choice with regard to mouse rotation, plus have a performance note regarding the way you are animating your honeycomb. Some additional details are in the inline comments.

Despite these points for improvement, I consider the amount of work done to be a sufficient demonstration of your ability to animate a 3D scene. The performance optimization, in particular, can be viewed to be an additional level of advancement above what I was expecting. So, I’m OK with giving you... (+)

3e — You have implemented diffuse lighting correctly even though I have not come around to providing Assignment 0502 feedback yet—a fun side effect of my being behind with grading and your ability to not wait until the last minute :) Thus, I don’t mind jumping ahead here: (+)

4a — Your code is certainly functional and appears to behave mostly as you intend (except for performance). If there is one knock about your code, it is its current “crowded” state: you have lots of commented-out blocks, unused blocks, declared but unused variables, etc. I can understand why things are this way at this point. However, it is very important that things can be cleaned up/cleaned out by the end. So, as a small reminder to do that, I’ll keep the outcome from maxing out for this assignment. (|)

4b — In terms of actual running code, your separation of concerns looks pretty good. However, the amount of unused/pending/experimental code somewhat muddles up the pictures. As with *4a*, I will take this down a notch for now as a reminder that you should clean this up at the end. (|)

4c — Your code is fairly readable and well-formatted. Broken record here, but all of those commented-out blocks do put a damper on things. Here’s one last reminder to clean up eventually :) (|)

4d — Your work shows very good use of resources and available documentation. You can pretty much go off on your own and put anything together within the boundaries of what has been shown in class. (+)

4e — For the amount of work done, the number of commits seems a little low. You have a notably blank window of time where nothing happened too, between April 14 and April 24. As I mentioned, you clearly did a lot of shifting and changing from the last time your scene was evaluated, and again, that is OK as long as you had the time for it. These kinds of changes and experiments would have definitely benefited from some version control branching. (|)

4f — As of the due date, your interactive behavior was still limited to the sample code’s original rotation, although you now tied this rotation to the instance transform. Decent, but not great at that point. You have certainly made up for it now, but quite a few days after the deadline. (/)