

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. (|)

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 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. (|)

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 (I decided that the extra work you did with your shapes compensates for the missing composite object functionality—but you should still work on that!). (+)