

CMSI 371-01

COMPUTER GRAPHICS

Spring 2013

Assignment 0129 Feedback

Because this assignment covers a beginner-level exercise in representing, modeling, and creating visual information digitally, outcome *1a* tops out at |. Later, more advanced assignments will allow this outcome to expand to the maximum +.

Chase Blokker

1a — Your canvas pictures show a solid ability to represent, model, and create visual information in terms of pixels and geometric primitives at a beginning, fundamental level. The proficiency will increase accordingly as long as you show continued advancement. (|)

4a — Your code is consistently correct and functional. You have some small hiccups in terms of JavaScript convention and style, but these do not affect functionality. For these further refinements, you can send your code to JSLint to see where you can make it more “JavaScript-y.” To name a few: (1) you do put most of your variable declarations at the beginning of a function, under a single var statement and separated by commas—but note that this also includes variables in for loops; (2) favor += 1 or -= 1 over ++ and --; (3) the interchangeability of " and ' when delimiting strings is convenient, but overall you should pick one consistently, only choosing the other when absolutely necessary (e.g., like when the string has a delimiter character too). (+)

4b — Not many concerns to separate here, but you still did that well :) (+)

4c — Your code is quite readable; the only (minor) knock is occasional inconsistency with spacing and the occasional overly long line. Spacing consistency comes with extensive coding (you just end up typing certain thing the same way eventually—still, it would be good to be conscious of that), and as for long lines, that one is easier to catch. Code is more readable when broken into (well-indented) lines that fit into an individual “eyespan.” (+)

4d — The final pictures lead me to believe that you made good use of available resources to create the images that you wanted to create. (+)

4e — You phase your work well with good commit messages. (+)

4f — Submitted on time. (+)