

**CMSI 371-01**  
**COMPUTER GRAPHICS**  
Spring 2013

**Assignment 0212 Feedback**

For outcomes *2a* and *3a*, proficiencies top off at | because this assignment only cover 2D aspects of those outcomes. Build on these when we go to 3D in order to reach the +.

**Chase Blokker**

*1a* — Very nicely done! I think it is safe to say you have mastered pixels and geometric primitives. (+)

*2a* — You coordinated the 2D transforms in your animation very effectively. (|)

*3a* — Your 2D scene shows both creativity and technical ability quite well. (|)

*4a* — Your code is technically correct and functional, although the “inner animation” portion was misinterpreted. Although your intended effect was achieved, I think a small ding is called for because this feature was otherwise correctly understood by many others in the class. (|)

*4b* — Your separation of concerns shows a major miss with how you did the background code. That code was scene-specific and should not have been placed in the `KeyframeTweeners` object, which is supposed to be a general-purpose library. It should be passed as a parameter and not hardcoded in there. (/)

*4c* — Your code was very easy to read, with comments at the right places and good, consistent spacing. (+)

*4d* — Your work shows excellent use of available resources and documentation to find required information. (+)

*4e* — Your commit frequency and messages are very well done for this assignment. (+)

*4f* — Some portions submitted on time, but a good amount was not. (/)