

CMSI 371-01

COMPUTER GRAPHICS

Spring 2016

Assignment 0428b Feedback

Due to time constraints, this feedback is being kept brief. If you would like a longer discussion of your 3D scene, please contact me and we can find some time for a review.

Outcome *2d* is based on your presence at the April 29 class section on clipping and hidden surface removal, as documented by the picture(s) taken on that day.

Christopher Dellomes

cjdellomes / cjdellomes@gmail.com

*Notes while running (high-priority notes are marked with ***)*: Please refer to 0428a feedback for this; both lighting and interaction were examined during the same runtime session.

Code review (refer to <http://lmucs.github.io/backing-guidelines/> for code-review abbreviations):

1. OK, so the rotation is still the same as the sample code's. The real interaction addition here is the random-shape adding and moving.
2. Cute idea with the object stack. Nice start, can certainly do more. But fix all of those meshes first!

1c — +

2a — +

2d — +

3a — / ...Effectively doubling the weight of those faulty normals.

3b — +

3d — / ...See *3a*.

4a — | ...Random objects fulfill the letter of the assignment but a little more effort could have yielded a lot more (like user choice).

4b — +

4c — | ...Some indentation glitches in the interaction code.

4d — | ...Another “unfulfilled potential” blip.

4e — +

4f — | ...Same as in 0428a.