

CMSI 371-01
COMPUTER GRAPHICS
Spring 2015

Assignment 0430a Feedback

All outcomes may now reach + proficiency.

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The lights are on, and they go all the way to specular lighting so the functionality there is complete. Accompanying normals mostly look right except for the inverted pyramid, so some object representation fixes are due there.

As for the camera, the matrix is implemented and the variable is connected to the shader, but the variable itself is not used in the shader code.

1b — | ...Normals work is needed.

1c — +

2a — | ...Camera transform is there but not used.

2b — +

2c — +

3a — | ...Normals + camera loose ends.

3d — | ...Yep, the camera again.

4a — |

4b — | ...Normals processing should be in a prototype function, plus the camera concept can be better integrated into the whole shape/scene framework.

4c — +

4d — +

4e — +

4f — +