

CMSI 371-01

COMPUTER GRAPHICS

Spring 2016

Assignment 0308 Feedback

Outcomes that eventually cover both 2D and 3D continue to max out at | for now because this assignment remains in 2D.

Francis James

fjames003 / frankiejames80@gmail.com

*Notes while running (high-priority notes are marked with ***):*

- Filters look good, and the selection user interface is appreciated.
- Circle gradients come out great, visually; we'll see what the code says.

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

1. Good variety and implementation for both single-pixel and neighborhood filters. $+(2c, 3c)$
2. Circle gradient code looks good except for one small loophole: in the special case for 2 colors, note how the gradient curves instead of being straight (compared to the rectangle above it). The effect is pleasant to look at, don't get me wrong, but it does not calculate the gradient as intended. The difference here is that the top color "follows" the curve of the circle, rather than always being "full" only at the highest coordinate of that circle. Instead, the higher vertices of each octant start out at the full first color. It's subtle, but is worth pointing out. $(2c, 3c)$
3. Overall, I appreciate the strategy of largely adopting the structure of the rectangle gradient to the circle. The code is not as compact as it could be, but I can appreciate the symmetry. $(+2c, 4b)$

1a — +

2c (max |) — |

2d — +

3c — +

4a — +

4b — | ...The mirrored rectangle code was not really necessary and makes the code longer than it has to be. It also allowed the divergence in gradient algorithm for the two-color case vs. the other cases.

4c — +

4d — +

4e — Excellent frequency and commit message detail. (+)

4f — Submitted on time. (+)