

# 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.

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*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. Physics + nominal camera movement is plenty. Some refinements are low-hanging fruit but that's just what they are, refinements.
2. Maybe with the technical hurdles mostly fixed, we can look at the frame rate. But that is now just looking beyond what the course expected.

1c — +

2a — +

2d — +

3a — +

3b — +

3d — +

4a — +

4b — +

4c — +

4d — +

4e — +

4f — +