

CMSI 371-01

COMPUTER GRAPHICS

Spring 2016

Assignment 0428a 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.

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

- Nicely done! Appealing idea, well-executed. Did I see a comet fly by?
- Looks like there is a glitch in the sphere texture coordinates—a slice of the sun does not seem to fit. Couldn't get a good enough look at the other planets to compare.
- The movement controls would be nice to still have active even if the physics is paused.
- I hope the building is still there? Hard to see at this scale.
- Given the nature of the scene, I'd say that switching to vertex normals is called for here, to avoid that faceted disco ball effect (appealing as cosmic disco balls may be).

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

1. Yes, the building is still there! ...Wish it can be made more visible somehow. (OK, an initial major zoom does the trick; I wonder how we can make that easier...)
2. Yes, there is definitely a texture coordinate glitch with the sphere in general—I spotted the same out-of-place “slice” on Jupiter.
3. Not much more to say...all very nicely done!

1b — | ...Suggest better choice for normals, plus clean up sphere texture coordinates.

1c — +

2a — +

2b — +

2c — +

3a — | ...Normal and texture coordinates here again.

3d — +

4a — +

4b — +

4c — +

4d — +

4e — +

4f — +