CMSI 371-01
COMPUTER GRAPHICS
Spring 2013

Assignment 0319 Feedback

For this assignment, outcomes *1c*, *3d*, and *3e* max out at **|** because the requested functionality in this assignment only represents an initial foundation of what these outcomes represent overall.

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1b — You've shown great proficiency at defining polygon meshes. (**+**)

1c — Your overall scene has taken a good step forward with the addition of composite objects. You should have shown that off a bit in your `objectsToDraw` array though! (**|**)

3d — You've made great headway in your shapes library. On to matrices and more shapes! (**|**)

3e — Your programmable shaders work fine, although so far we have not yet asked too much of them. (**|**)

4a — The code that you have is certainly functional and correct. I remain puzzled about why you left your composite object code unused; I did try it and it looks fine to me. (**+**)

4b — Separation of concerns looks well-supported in the work that you did. (**+**)

4c — Your code is pretty easy to read and understand. `vertexify` is a fun (yet still appropriate) name for the preprocessing code that you turned into a function! (**+**)

4d — Your work shows fine resource and information use. (**+**)

4e — Your commit frequency and messages are excellent. (**+**)

4f — Submitted on time; sphere was buggy but still there. Sphere was finished a day later. (**+**)