CMSI 371-01
COMPUTER GRAPHICS
Spring 2013

Assignment 0502 Feedback

Andrew Kowalczyk

2c — You have not yet done lighting computations as of the assignment deadline. (**O**)

2d — You were in class to hear me talk about clipping and hidden surface removal. Yay! (**+**)

3e — You have made good progress in terms of your scene's interactivity, but at the cost of not yet getting to shader changes with respect to lighting. (**O**)

4a — Your overall functionality has been progressing well, but not in the area specified by this assignment. Thus, this necessarily remains unevaluated. (**O**)

4b — Your separation of concerns has improved to the point where you are closer to doing dynamic updates to your clock model without having to recreate it all the time, but as mentioned that is more of an overall aspect and not the focus of this assignment. (**O**)

4c — Same as in *4a* and *4b*… (**O**)

4d — Same here again…will wait on lighting for this. (**O**)

4e — You've kept up your good commit habits here, even though those changes have not involved lighting. For this one, I am confident that you will continue to do well when you do focus on doing lighting calculations, so I am OK with issuing a proficiency. (**+**)

4f — Not submitted on time. (**−**)