

CMSI 371-01
COMPUTER GRAPHICS
Spring 2013

Assignment 0212 Feedback

For outcomes *2a* and *3a*, proficiencies top off at | because this assignment only cover 2D aspects of those outcomes. Build on these when we go to 3D in order to reach the +.

Andrew Kowalczyk

1a — Very nicely done! I think it is safe to say you have mastered pixels and geometric primitives. (+)

2a — You coordinated the 2D transforms in your animation very effectively. (|)

3a — Your 2D scene shows both creativity and technical ability quite well. (|)

4a — Your code is technically correct and functional, although the “inner animation” portion deviates somewhat from what I had in mind (and I must say, my way is more flexible—it can accommodate more alternative frames :)). But, you did implement it as you intended, and you also added the infinite-loop functionality, so I’d say that evens things up. (+)

4b — You arranged your code quite cleanly, separating scene-specific and library-level concerns well. (+)

4c — Your code was largely very easy to read in terms of spacing and comments in appropriate places. However, you have some repeated expressions that would be easier to understand if placed in well-named variables, and your internal animation makes use of hardcoded array indices whose meanings are not readily apparent. A data structure with better names would improve understanding of your intent here. (|)

4d — Your work shows excellent use of available resources and documentation to find required information. (+)

4e — Your commit messages are very well done for this assignment, but for the amount of work and code that you wrote, I think you could have committed more frequently (that is, committed between smaller chunks of work). (|)

4f — Submitted on time. (+)