CMSI 371-01

COMPUTER GRAPHICS

Spring 2013

Assignment 0326 Feedback

For this assignment, outcomes *2a*, *2b*, *3d*, and *3e* max out at **|** because the requested functionality in this assignment do not yet reach the culmination of what these outcomes represent overall.

Haley Young

2a — You've taken a few more concrete steps toward full 3D transform proficiency—now on to using these functions in your scene! (**|**)

2b — The mechanics of your ortho and frustum functions look good. The next test will be to use them in your scene. (**|**)

3d — Your matrix library is certainly moving in the right direction. Actual "field testing" in your 3D scene code is up next. (**|**)

3e — Your matrices represent additional progress toward 3D scene rendering, but as mentioned will not top out this outcome yet because we haven't covered the full range of shader functionality yet. (**|**)

4a — The code that you have works well so far, and this is bolstered by having a unit test suite available to "keep it honest." (**+**)

4b — Separation of concerns looks well taken care of in the code that you have so far. My only comment is that some functions are better done in object-oriented style (i.e., they reference the `this` variable) and thus have to be assigned to `Matrix4x4`'s `prototype`. Matrix multiplication is a prime example of this. (**+**)

4c — Your matrix code is quite readable, although this may be the one time where it is appropriate to override jsLint (see my inline comment on the matter). (**+**)

4d — Your work shows fine resource use, including leveraging the rotation matrix code that is already in the sample programs and the projection matrices that are already in the handouts. (**+**)

4e — Your commit phasing and messages show a decent pace, particularly with the separation of some work into distinct functions. Make sure to establish this as a work habit: write the test; write the implementation; commit when the test succeeds. That gives your commit log a very logical, trackable evolutionary trajectory. (**+**)

4f — Mostly submitted on time, with frustum projection committed one day after the due date alongside small tweaks and formatting with help from jsLint. (**+**)