

CMSI 371-01
COMPUTER GRAPHICS
Spring 2013

Assignment 0418 Feedback

Outcome *3a* can now “graduate” with this assignment, with *2c* and *3e* maxing out in Assignment 0502.

Haley Young

1c — Your object composition/scene construction code are largely nice and settled now. (+)

2a — Your instance transform implementation has been successfully used to implement simple “balloon physics,” and your instance transform code itself has proven to be sufficient for rendering this simple but interactive *Up* house scene. These comprise sufficient demonstration of your ability to apply transforms to 3D objects. (+)

3a — Your scene array has been successfully used to implement model modification which is user-controllable. I got you started with balloon addition, but you carried on from there in fine fashion. This comprises a sufficient demonstration of your ability to implement dynamic 3D scenes, although admittedly the additional possibilities are fairly endless and I have to fight the urge to want to zoom out of or rotate your scene, if only to follow the house in its journey :) (+)

3e — Thanks to good separation of concerns, your vertex shader did not need revisions in order to support your “balloon physics.” In addition, by the time I got to your code, you had already implemented simple fragment shader lighting, so I am OK with taking this up ahead of Assignment 0502. (+)

4a — The balloon addition/removal and physics routines are all functionally correct. Of course I did help you through some of the trickier parts, but you still pulled your own weight just fine. (+)

4b — You made a good choice of placing your physics code in a separate file, but you should support the JavaScript best practice of encapsulating such code in a named object. Your other code also remains fairly clean, although I think you have written enough balloon-specific logic to merit a new module for that. Also, it is looking like you do not need *save/restore* after all—that would be worth cleaning out. (|)

4c — Your code remains, as it has been, generally readable and understandable, with just the occasional hiccup in terms of spacing. (+)

4d — For this particular assignment, you both did well on your own and made good use of the “instructor” resource when called for, so that’s great. (+)

4e — No problems again with your commit frequency and messages. You have this down nicely. (+)

4f — Something for interaction submitted on time, with improvements applied steadily after that. (+)