

**CMSI 371-01**  
**COMPUTER GRAPHICS**  
Spring 2013

## **Assignment 0502 Feedback**

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*2c* — You have successfully integrated the lighting computations from the sample code into your scene. This was done correctly, but no further than that. Particularly due to the smooth nature of the balloons, and the suggestion of the sun as a light source, and your own observation about how the “colors are strange,” there is still actually plenty that can be done, within the parameters of what was shown in class, for the lighting of your scene. This outcome gets maximum proficiency because it fulfills the letter of the requirement, but I can’t help but feel a sense of lost opportunity here, especially in light of all the other great work that was done. (+)

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

*3e* — You have successfully used the sample code to expand your fragment shader beyond the trivial “set color” version. Again, a sense of lost opportunity here because more was possible, but you did fulfill the requirements for this outcome. (+)

*4a* — Your code is overall functional and correct, and does comparatively more than expected for this course. One knock on it, at this closing stage, is a clean-out, compacting phase: clearing out of unused code, reduction of repeated data structures, cohesion of related values into objects or modules. This stands out quite sorely now. Otherwise, it is a fine achievement for the semester. (|)

*4b* — Separation of concerns has been generally maintained throughout, and remains largely so here. As stated in *4a*, a level of clean-up and organization would be desirable to wrap things up, but for this particular outcome things don’t stick out quite as much as with *4a*. (+)

*4c* — Your code is generally clear and easy to read, with the exception of some tighter-than-I-prefer spacing choices, particularly with your scene objects. But that is a nitpick in the context of the overall presentation of your source code. (+)

*4d* — For this go-round, you successfully integrated diffuse and specular lighting from the sample code based on the information given. One last time, you certainly could have done more, but for the purposes of this assignment you did enough. (+)

*4e* — Commit habits are great, and have always been. (+)

*4f* — Submitted on time, with a few more tweaks shortly after the deadline. (+)