

CMSI 371-01
COMPUTER GRAPHICS
Spring 2013

Assignment 0226 Feedback

Because *2c* involves color and light computations, and this assignment pertains only to color, *2c* tops out at | with future assignments allowing expansion of this to +.

Haley Young

1a — Your proficiency with handling digital visual information in terms of pixels and geometric primitives is definitely well-demonstrated here. (+)

2c — No problems with color computations here at all. Transfer them to when we are dealing with light and you will be just fine. (|)

3b — You have shown a fine capacity for implementing graphics primitives. (+)

3c — No problems with low-level color manipulation here. (+)

4a — Your code is certainly functional and works as intended. The one thing that sticks out is your gradient circle code—it works fine as is, but is probably not yet in its most efficient form. Some consolidation and unification can be done on this now that you have it working. This is more of a second phase after just coding it right, so it doesn't drag down your proficiency. (+)

4b — Your choices regarding separation of concerns are largely well-made; the additional single-pixel filter parameter is noted, but can be made more general. The one major hiccup is your definition of the single-pixel filters as global variables, when they very well could have gone in the `Nanoshop` object. I don't see a reason for you *not* to catch this and declare them in the right scope. (|)

4c — Your code is generally readable, but you still had a few cases where an additional blank line would have been nice. I didn't bother to mark them off though; I think you can spot them if you look harder, and you certainly did this better than in the previous assignment and thus it was not as distracting as before. (+)

4d — Your work shows good use of resources and documentation. (+)

4e — Your commit pace and messages are great. Keep doing it this way. (+)

4f — Submitted on time. (+)