CMSI 371-01
COMPUTER GRAPHICS
Spring 2013

Assignment 0129 Feedback

Because this assignment covers a beginner-level exercise in representing, modeling, and creating visual information digitally, outcome *1a* tops out at **|**. Later, more advanced assignments will allow this outcome to expand to the maximum **+**.

Haley Young

1a — Your `canvas` pictures show a solid ability to represent, model, and create visual information in terms of pixels and geometric primitives at a beginning, fundamental level. The proficiency will increase accordingly as long as you show continued advancement. (**|**)

4a — Your code is largely correct and functional, with few semantic gaffes. For the small tweaks that you could have improved on, see the inline comments. Perhaps the most sweeping change you can make is to make sure that all of your variables, including functions, are declared at the top. This is what corresponds to JavaScript's variable declaration semantics. (**+**)

4b — You did a very good job with separating your pictures' data from their drawing code. You missed a few opportunities to use `canvas.width` and `canvas.height`, but because you went above and beyond with the other vertex and polygon data, I count those more as an oversight than a deficiency in the ability to separate concerns. (**+**)

4c — Your code has decently readable, with generally good name choices (although there are some notes on this in the inline comments) and very helpful header comments. One wrinkle is your formatting of complex data structures. I think you were consistent there, but can improve on it more. Your commit messages show that you gave your code a JSLint pass. But I think you might have ignored or deactivated some complaints, because I don't recall JSLint accepting certain elements that your code contained. Is JSLint going soft, I wonder? **:)** (**+**)

4d — The final pictures lead me to believe that you made good use of available resources to create the images that you wanted to create. (**+**)

4e — You phased your code quite well, with good commit messages. (**+**)

4f — Submitted on time. (**+**)