# CMSI 371-01
## COMPUTER GRAPHICS
**Spring 2016**

## Assignment 0428a Feedback

Due to time constraints, this feedback is being kept brief. If you would like a longer discussion of your 3D scene, please contact me and we can find some time for a review.

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*Notes while running (high-priority notes are marked with \*\*\*):*

• Gaaaa, blank scene! Not a good start…

*Code review (refer to http://lmucs.github.io/hacking-guidelines/ for code-review abbreviations):*

1.  \*\*\* Sigh, looks like you weren't able to follow up on any of the suggestions I made when I fixed the array error that you reported.

2.  \*\*\* Tabs still lurk in your code. What does it take to eradicate them?

3.  Well the lighting code is in there. But that's just part of the whole thing.

4.  Projection matrix swaps left and right. But that isn't the only issue.

5.  Your camera is at $z = 100$??? Given your projection matrix, no wonder you don't see anything.

6.  Of course that is not the issue either. There are other things I would check, but there's no time. But that's why this whole thing is a *pipeline*. This scene *can* be fixed, but it is a matter of knowing all the parts, and what they do.

7.  Another issue: all those matrices! Are you clear on their roles? Do you know when it's better to just premultiply them vs. keep them separate? This is all part of understanding that pipeline, which I've drawn on the board at least 2-3 times.

*1b* — **/** …Mesh/shape code is there, but just not demonstrated right now.

*1c* — **/** …Ditto with child code: present but not apparent.

*2a* — **/** …Audit your shader matrices.

*2b* — **/** …Know the parameters well, and be clearer about the viewing volume.

*2c* — **/** …At least the code is there, but then there are the objects and their normal vectors.

*3a* — **/** …The pieces are there, but they need to be put together correctly.

*3d* — **/**

*4a* — **/**

*4b* — **+** …Structurally the code is OK.

*4c* — **|** …Almost the same with code presentation, though some commented-out blocks were spotted.

*4d* — **/** …I had some advice for you in my last commit (which turns out to be the last commit ever), and those weren't acted upon.

*4e* — **/** …No work since my last fix.

*4f* — **/** …In the end, nothing really since my code fix from May 1.