

CMSI 371-01
COMPUTER GRAPHICS
Spring 2016

Assignment 0428b 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.

Outcome 2d is based on your presence at the April 29 class section on clipping and hidden surface removal, as documented by the picture(s) taken on that day.

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*Notes while running (high-priority notes are marked with ***)*: Please refer to 0428a feedback for this; both lighting and interaction were examined during the same runtime session.

Code review (refer to <http://lmucs.github.io/backing-guidelines/> for code-review abbreviations):

1. Given that the scene couldn't get past the lighting, then of course the interaction couldn't happen. Big bummer, it would have been fun to see what you might have come up with...

1c — ☐

2a — ☐

2d — + ...At least you heard about clipping and hidden surface removal.

3a — ☐

3b — ☐

3d — ☐

4a — ☐

4b — ☐

4c — ☐

4d — ☐

4e — ☐

4f — ☐