

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. Ack, the commit messages claim mouse dragging as the interactive element...but no, sorry, that is exactly from the sample code. We said in class that this doesn't count. Had the mechanism changed to manipulating the *camera matrix*, it would have been OK, but no this is still using those artificial rotation matrices. Plus the hardcoded 2.0 scale is still there.
2. For interaction, not much more to salvage because that's pretty much it. Poor Duckman.

1c — — ...In terms of interaction.

2a — / ...Camera matrix, yes; sample code rotations and hardcoded scaling, no.

2d — +

3a — —

3b — —

3d — —

4a — — ...These are all in terms of accomplishing the requested animation/interaction functionality.

4b — / ...Structure is there (especially the camera matrix), but not built upon.

4c — / ...Pertaining to the interaction code, not much credit to give.

4d — /

4e — + ...Your commits do remain descriptive and at least from here, it is clear that there was a misunderstanding on what counts as interaction.

4f — / ...In terms of interaction, not much really submitted.