

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.

Josh Kuroda

jkealii / jkealii@gmail.com

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

- Duckman...? I see a reddish snowman heh 
- OK, I see the duckbill. Nicely lit, though not sure if specular lighting is there.
- Interaction also seems limited to just grabbing the duckman? Not much better than the sample code if that is the case.

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

1. OK, so the specular lighting code *is* there...but it is just not demonstrated well in the scene.
2. Shape library could have been used better. The roundys and single pointy are nice, but you had a couple more up your sleeve. This would have been the time to let them all out.
3. Some commented-out code, some overly long lines.

1b — | ...Moar meshes please.

1c — +

2a — +

2b — | ...Frustum would have been better.

2c — | ...Specular lighting is not well-showcased, particularly when that lighting would have been very effective with Duckman.

3a — | ...Again, there but not well-used.

3d — |

4a — |

4b — +

4c — |

4d — / ...Duckman is OK, but I think this could have turned out much better.

4e — +

4f — +