

CMSI 371-01
COMPUTER GRAPHICS
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Assignment 0430b Feedback

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Interaction is more difficult to “trade” for the texture mapping because, with your instance transform working quite well, you had lots of opportunities to add some extra activity to your scene without that much time and code (I think). Examples include: actual planetary revolution (even the Minion-moon around the earth), planetary rotation (both of which would have set a perfect example of composition of transforms), a change in view (even without a real camera matrix, you could have zoomed in or out, or moved up or down)—based on what I see in your code, these would have taken just a couple of hours or so. How many hours did it take to perfect those texture maps?

In future endeavors, don’t lose sight of priority. Moreover, priority is not just linked to value, but it is linked to cost. The interaction was both a specific request *and* would not have required as much time as the texture mapping. That would have given you a win-win situation.

1c — /

2a — / ...Really can’t do much with these outcomes given the absence of extra interaction.

2d — + ...You managed to save this outcome by the second photo that I took!

3a — + ...I will allow this one because I think the library support needed for custom interaction is complete; it was a matter of using them (particularly instance transforms).

3b — / ...This not so much because this animation has been around for weeks.

3d — / ...Can’t do much about this either.

4a — /

4b — / ...For 4a and 4b, it’s hard to credit anything in the absence of code pertaining to this assignment.

4c — | ...We will let this one up a little because chances are your additional code would have been similar in quality to what you have turned in already.

4d — / ...We’ll let this outcome reflect the not-so-great priority choice that was made.

4e — +

4f — / ...Despite considerations for your situation, here we can’t really do much because there is no additional code that can be mapped to the requested custom interaction behavior.