

CMSI 371-01

COMPUTER GRAPHICS

Spring 2015

Assignment 0226 Feedback

Outcomes that ultimately cover both 2D and 3D max out at | for now because we are dealing only in 2D. They will expand to their full potential with the 3D course work.

Joaquin Loustau

joaquinloustau / joaquinloustau@gmail.com

Great to see that custom minion scene for your filters! Your single-pixel filters are fairly standard but serviceable, with the neighborhood filters (particularly “difference”) a little more interesting. As for the gradient circle, it certainly looks right; let’s see what the code reveals now...

- ~~1. Just remember that commas in code are like commas in text: they are more readable if a space comes after them. (4c)~~
2. Ah, interesting value from which to base a gray level. Good that you credit your source, too. (2c, 3c, 4d)
- ~~3. Yep, that is a typical sepia filter, but note a dash of inefficiency in your code: you are performing the same color computation twice! Instead, just compute the value; then, if it is over 255, set it to that. See the inline comment for the proposed refactoring. (4b)~~
- ~~4. Duuuude, are you indenting by 2 or indenting by 4? Make up your mind! :-P (4c)~~
5. This one is pretty neat huh? Did you discover it yourself or did you read about it on the web? (2c, 3c)
- ~~6. Remember to put spaces around binary operators, too. (4c)~~
7. Poor Pythagoras, reduced to a single one-line JavaScript function :)
- ~~8. This is functionally right, with the single point of improvement being further DRYness: observe that the bodies of your two for loops are virtually identical except for the y coordinate that you are plotting. The bodies can thus be unified into a function (i, row) (more or less), turning both for loops into one liners. Although taken into context, really not a big deal. (4b)~~

1a — +

2c (max |) — |

2d — +

3c — +

4a — +

4b — +

4c — | ...more of a reminder to be thorough than a real knock on readability.

4d — +

4e — +

4f — +

Updated feedback based on commits up to 2015-04-06:

Points of improvement that have been noted as addressed are struck out above. Notes 2 and 5 were positive points so of course did not need modifications. Note 7 was more of commentary—I did not mean for you to unroll that function back into an expression :) It was just funny that for all that Pythagoras accomplished, in the end he gets a one-line function in this code!

4c — + ...Source code presentation is sufficiently improved to merit an increase in proficiency.