

# CMSI 371-01

## COMPUTER GRAPHICS

Spring 2015

### Assignment 0217 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.

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As indicated by your theme song, your scene is a “happy” little vignette with decently-rendered minions. Now let’s see if the code is also happy...

1. Don’t forget, you’re calling this function *with every frame*. Thus it is extremely suboptimal to try to load the image every single time. Move the image object to the outside so that it is just loaded once for the entire scene. (4a, 4b)
2. \*\*\* You got the basic tweening functionality done here, but the design is not ideal and will not scale. With this approach, you will be adding more and more code as sprites gain an increasing number of customizable parameters. I mentioned the need for this refactoring in class multiple times. (4b)
3. These three braces are indented too far. (4c)
4. Your eyesize changes are visible, but because they are so close together, they do not appear to be animated, just jumping from one size to another. Not technically wrong, but more of an artistic choice that does not do justice to what the technology is doing. (3b)
5. Watch your spacing again. (4c)

1a — +

2a (max |) — |

3a (max |) — |

3b (max |) — |

4a — + ...We consider the image race condition as a little beyond scope, so we do not let that hurt this proficiency. That said, do follow the suggestion so that it gets fixed :)

4b — | ...Fortunately, #2 was really your only 4b offense that was within the scope of the assignment. It is serious enough to be a borderline /; had I spotted any other best-practice glitches, this would have fallen past that threshold.

4c — + ...Despite the glitches, overall better than before. But with later assignments, where you will have multiple passes over the same code, you will want to avoid even those.

4d — +

4e — +

4f — + ...A little file cleanup noticed a few weeks after the due date, but those were just for purely extraneous files.