

CMSI 371-01

COMPUTER GRAPHICS

Spring 2016

Assignment 0225 Feedback

Outcomes that eventually cover both 2D and 3D continue to max out at | for now because this assignment remains in 2D.

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

- Fun idea, well-executed!
- No technical issues encountered.

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

1. Your relative paths for your URLs actually weren't, because they started with a /. Eliminating that makes them genuinely relative. (4b)
2. Custom parameter tweening spotted and well-designed (separate function!) and implemented. +(3b, 4b)
3. In *keyframe-tweener.js*, lines 135–136: <http://lmucs.github.io/backing-guidelines/curly/#curly-mult> (4c)
4. Non-monotonic easing functions noted and appropriately used in the toon. Just...break up overly long lines OK? (line 179) (+3b, 4c)

1a — +

2a (max |) — |

3a (max |) — |

3b (max |) — |

4a — +

4b — +

4c — | ...Since aside from the keyframes, there wasn't a lot of additional code, the two formatting glitches kind of stick out.

4d — +

4e — Good frequency and descriptive messages (though with some typos), plus work dating back to mid-February. (+)

4f — Submitted on time. (+)