CMSI 371-01
COMPUTER GRAPHICS
Spring 2016

Assignment 0329b Feedback

All caps are released with the outcomes in this assignment because a sufficient amount of functionality will have been reached here.

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

- Scene shows apparent parent-propagated transforms, plus the viewing volume looks nicely expanded. We'll see with the code.
- Matrix unit test suite is present, with a failure seemingly caused by just round-off error. Use of the QUnit "close enough" library may help.

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

1. We reviewed and fixed the parent transform propagation code in class, so unless it has regressed it should be good to go. And it does look OK still upon inspection (and of course the scene demonstrates some correct behavior). (*+2a*, *+4a*)

2. The matrix test suite failure definitely looks like a roundoff issue—look for the QUnit "close enough" library. Word of caution: that file has tabs, so clean it out before using **:)** (*4a*)

3. Your projection is still orthographic; switch to perspective for a more striking 3D look. (*2b*, *4a*)

2a — **+**
2b — **|** …Holdin' out for perspective…
3a — **+**
3d — **+**
4a — **|** …Unit test; perspective projection.
4b — **+**
4c — **|** …Not forgetting that these are the same files with tabs in them.
4d — **+**
4e — **|**
4f — **+** …Same notes for *4e* and *4f* as in HW 0329a.