Assignment 0428a Feedback

Due to time constraints, this feedback is being kept brief. If you would like a longer discussion of your 3D scene, please contact me and we can find some time for a review.

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

- Fun, a nice stab at first-person view.
- Interesting scene, particularly those brown circular objects. Are those meant to be clocks?
- Lighting is apparent, and of course so is the interaction.
- Forward/backward is not bound to where the user is looking though. You'll want that in order to get that true first-person feeling. Now for the code…

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

1. *** Ack, still with the tabs…
2. Lighting code checks out, both diffuse and specular.
3. OK, clocks and pillars they are. Cool! And the clocks are composite.
4. Perspective and camera matrices confirmed.

1b — **+**

1c — **+**

2a — **+**

2b — **+**

2c — **+**

3a — **+**

3d — **+**

4a — **+** …In terms of lighting. We'll have more to say about interaction.

4b — **+**

4c — **|** …Sigh those tabs. And the `children` objects should be indented one level, so that it is more obvious that they are indeed children.

4d — **+**

4e — **+**

4f — **+**