

# CMSI 371-01

## COMPUTER GRAPHICS

Spring 2016

### Assignment 0428b 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.

Outcome 2d is based on your presence at the April 29 class section on clipping and hidden surface removal, as documented by the picture(s) taken on that day.

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*Notes while running (high-priority notes are marked with \*\*\*)*: Please refer to 0428a feedback for this; both lighting and interaction were examined during the same runtime session.

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

1. Interaction hits the baseline requested by the assignment, so that's good. Unfortunately that's about it.
2. Forward-backward movement is locked along the  $z$ -axis meaning user view can get skewed. Still some ways to go before reaching that true first-person movement we're so used to. Particularly, the code needs to differentiate between where the user is *looking* vs. where the user is *traveling*. As you might expect, those can be independent.
3. The scene itself is static, which is a lost opportunity. As stated, the first-person movement is enough, but just barely so.
4. Use `===` <http://lmucs.github.io/backing-guidelines/javascript/#js-eq>
5. Also for your event handler, <http://lmucs.github.io/backing-guidelines/javascript/#js-func>

1c — +

2a — | ...In terms of interaction, lots of unfulfilled transform potential.

2d — +

3a — |

3b — |

3d — |

4a — | ...This is all from the perspective of "hits the minimum," but no further.

4b — | ...Key listener code will need to be refactored if it is to start accommodating more keyboard controls. Find a way to avoid the big nest of conditionals. Also <http://lmucs.github.io/backing-guidelines/javascript/#js-eq> and <http://lmucs.github.io/backing-guidelines/javascript/#js-func> fall under this outcome.

4c — | ...Doubling this up to remind you about those taaaaabs.

4d — +

4e — +

4f — +