## 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.

## Joel Homan

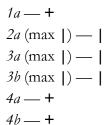
joelhoman / joelhoman@outlook.com

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

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

Code review (refer to <a href="http://lmucs.github.io/hacking-guidelines/">http://lmucs.github.io/hacking-guidelines/</a> 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/hacking-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)



 $4\iota$  — | ...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. (+)