

CMSI 371-01

COMPUTER GRAPHICS

Spring 2015

Assignment 0226 Feedback

Outcomes that ultimately cover both 2D and 3D max out at | for now because we are dealing only in 2D. They will expand to their full potential with the 3D course work.

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Your filters are visually interesting though the neighborhood ones seem to be mostly variations on a theme. But we'll see what the code says. As for your gradient circle, the last two certainly look right, but it's puzzling that the first four circles didn't fill out either. Again, the code will have the final word...

1. Still the occasional spacing hiccup. Automation or format-as-you-go highly recommended now. (4c)
2. You certainly made a few filters, but they were supposed to be added to the Nanoshop object as "library" functions. More of a software structure than a graphics issue, but still off-spec from what was instructed in the assignment. (4a, 4b)
3. *** Oh come on now—you *know* that names like these are not acceptable! I mean, your *button labels* have better names! (4b, 4c)
4. The space after the (or [here makes the parenthetical expression look asymmetric; no need for it. (4c)
5. These lines are too long; current convention is to manually linebreak before the 120-character mark. The ?'s in your conditional expressions are natural places to break—this will make them parallel the structure of if/else statements. (4c)
6. As suspected when seeing the neighborhood filters, they are all small variations on a theme: total up the neighborhood, then return a color that is based on these totals. Not horrible, but it's a lost opportunity to try a whole range of other computations that you can do with the colors. (2c, 3c, 4a)
7. This works functionally and certainly produces the desired effect, but is not quite as elegant as just rewriting the plotCirclePoints function so that it does the gradient transparently. With your approach, you would have to rewrite all of the circle algorithms to become gradient routines. If you just rewrite plotCirclePoints, all of the functions gain the gradient capability, and in the bigger picture, this means you can swap different plotCirclePoints versions to achieve different circle drawing effects (e.g., outline, solid fill, linear gradient). (2d, 4b)

1a — +

2c (max |) — |

2d — +

3c — +

4a — | ...Due to combination of note #2 (more as a reminder to stay on-spec rather than an indicator of proficiency) and note #6 (decreased variety as decreased overall functionality).

4b — / ...A lot of this is note #3, because *come on*, and a little #7.

4c — | ...Code looks decent overall but for code this short, the little glitches noted above look a little more prominent and are relatively more distracting.

4d — +

4e — | ...Three commits for three distinct programming tasks, with the filters carrying at least two distinct milestones...? You can have better granularity in your work units.

4f — + ...Minor tweak on March 21 for neighborhood button names, but that is very minor.