

CMSI 371-01
COMPUTER GRAPHICS
Spring 2013

Assignment 0404 Feedback

The “cuffs” are off outcomes *2a*, *2b*, and *3d* with this assignment, so I have started giving +’s for those outcomes if the submitted work calls for it. *1c* and *3a* await full scene interaction before they can max out. *2c* (not part of this assignment) and *3e* need proficiency in lighting and fragment shaders in order to go +.

Kaitlyn Higa

- 1c* — No instance transform code is seen here. (O)
- 2a* — No instance transform code is seen here. (O)
- 2b* — Projection matrices from library have not yet been used on scene. (O)
- 3a* — You have not gone beyond the rotation already given by the sample code. (O)
- 3d* — No progress seen from the previous assignment. For this one, the desired progress was for instance transforms, and that is not seen either. (O)
- 3e* — No instance transform code is seen in your vertex shader. (O)
- 4a* — No instance transform code is seen here. (O)
- 4b* — No instance transform code is seen here. (O)
- 4c* — No instance transform code is seen here. (O)
- 4d* — No instance transform code is seen here. (O)
- 4e* — No instance transform code is seen here. (O)
- 4f* — Not submitted on time. (–)