

**CMSI 371-01**  
**COMPUTER GRAPHICS**  
Spring 2013

**Assignment 0418 Feedback**

Outcome *3a* can now “graduate” with this assignment, with *2c* and *3e* maxing out in Assignment 0502.

**Kaitlyn Higa**

(updated feedback based on your final September 17 commit)

*1c* — Proficiency is retained from 0404 evaluation. (+)

*2a* — Proficiency is retained from 0404 evaluation. (+)

*3a* — Your tweened animation code is put to good use in the overall interactions that are implemented in your scene. The final “Make” step is buggy, but everything else up to there is done well. (+)

*3e* — Proficiency is retained from 0404 evaluation; consideration of fragment shader work will show up in the 0502 evaluation. (|)

(see note in 0404 evaluation on how *4a* to *4e* are cumulative proficiencies for your overall 3D scene)

*4a* — Proficiency is retained from 0404 evaluation. (/)

*4b* — Proficiency is retained from 0404 evaluation. (+)

*4c* — Proficiency is retained from 0404 evaluation. (|)

*4d* — Proficiency is retained from 0404 evaluation. (+)

*4e* — Proficiency is retained from 0404 evaluation. (|)

*4f* — Not submitted on time. (−)