CMSI 371-01
COMPUTER GRAPHICS
Spring 2013

Assignment 0129 Feedback

Because this assignment covers a beginner-level exercise in representing, modeling, and creating visual information digitally, outcome *1a* tops out at **|**. Later, more advanced assignments will allow this outcome to expand to the maximum **+**.

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1a — Your `canvas` pictures show a solid ability to represent, model, and create visual information in terms of pixels and geometric primitives at a beginning, fundamental level. The proficiency will increase accordingly as long as you show continued advancement. (**|**)

4a — Your code is largely correct and functional. You do run into occasional glitches, but no particular one consistently. Still, you have enough hiccups to bring down your proficiency. Make sure to review my inline comments to see the assortment of issues that I saw. You will want to improve on these in later code. (**|**)

4b — Your separation of concerns is mostly good; I particularly note your use of `canvas.width` and `canvas.height` that help you avoid hardcoding some coordinates and sizes—that is a particularly good move. Keep doing stuff like that. This was offset, however, by the way you have some unnecessarily repeated data in your "fake cube" pictures (27a, 27b). If you properly separate data from drawing here, your code quality goes up a notch. (**|**)

4c — Your code is generally readable; the only (minor) knock is occasional inconsistency with spacing and the occasional badly named variable. Spacing consistency comes with extensive coding (you just end up typing certain thing the same way eventually—still, it would be good to be conscious of that), and as for variables, the key here is to say what it is without hesitating about the length of its name. Just put yourself in the position of revisiting this code in a few weeks. At that time, will you immediately understand how all of your variables are used based on their names? (**|**)

4d — The final pictures lead me to believe that you made good use of available resources to create the images that you wanted to create. (**+**)

4e — You phase your work pretty well, but your commit messages (like some of your variable names!) can be improved. The principle is the same: when you review your commits a few weeks from now, will you know what changes you made by just reading the commit messages?

One minor note about what you commit—remember that files ending in "~" are backup files created by your editor. There isn't really a need to commit them, because in a sense version control itself serves as a backup mechanism. Good opportunity to practice using `.gitignore`, if you ask me. (**|**)

4f — Submitted on time. (**+**)