

CMSI 371-01
COMPUTER GRAPHICS
Spring 2013

Assignment 0502 Feedback

Kaitlyn Higa

(progress in other parts of the code is noted, but this particular feedback list pertains to lighting only)

2c — No lighting-related code seen. (O)

2d — You were in class to hear me talk about clipping and hidden surface removal. Yay! (+)

3e — No lighting-related code seen. (O)

4a — No lighting-related code seen. (O)

4b — No lighting-related code seen. (O)

4c — No lighting-related code seen. (O)

4d — No lighting-related code seen. (O)

4e — No lighting-related code seen. (O)

4f — Not submitted on time. (−)

(updated feedback based on your final September 17 commit)

2c — You have successfully implemented both diffuse and specular lighting in your vertex and fragment shaders. As an added bonus, you tried your hand at texture mapping and met with isolated success. (+)

3e — Your lighting computations and bonus texture mapping work round out this outcome well. (+)

4a — Proficiency is retained from 0404 evaluation. For this phase of the 3D scene work, it should also be noted that one of the “drags” on this proficiency was the incompleteness of your texture mapping code. It is great that you tried and succeeded with texture mapping implementation, but you fell short in terms of fully integrating this functionality with the other objects that did not use texture mapping. Note how adding more functionality can be a double-edged sword—for one, it is great that you were able to do this, but on the other hand, if you do embark on it, if you are to include it in your final work you should integrate it well and accommodate situations where it might not be needed. (/)

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. (|)