CMSI 371-01
COMPUTER GRAPHICS
Spring 2013

Assignment 0319 Feedback

For this assignment, outcomes *1c*, *3d*, and *3e* max out at **|** because the requested functionality in this assignment only represents an initial foundation of what these outcomes represent overall.

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1b — You've shown some proficiency at defining polygon meshes, but need a little more practice—you got the pyramid right, the cylinder almost right (but possibly better computed than declared literally), and now need to figure out how to do the sphere. (**/**)

1c — Your overall scene has taken a good step forward, but without composite objects your functionality is currently limited. (**/**)

3d — You've made some headway in your shapes library, but need a little cleanup plus the sphere. (**/**)

3e — Your programmable shaders work fine, although so far we have not yet asked too much of them. (**|**)

4a — The code that you have is pretty functional and correct. Of course it is still missing major portions—the sphere and composite/container objects—so this proficiency primarily takes a hit because of those. (**–**)

4b — Separation of concerns looks well-supported in the work that you did. (**+**)

4c — Your code is pretty easy to read and understand. One thing I did notice was that you held back unnecessarily with `sqPyramid`. You should go fully descriptive and really spell that out: `squarePyramid`. (**|**)

4d — Your work shows some resource and information use, but as with other outcomes, you got a hit because of the unfinished sphere and composite portions. (**/**)

4e — Your commit messages are appropriately descriptive, but you should work on your commit frequency. You committed both the cylinder and pyramid together, but I think those are certainly distinct units of work and each deserved at least one commit apiece. (**|**)

4f — The two shapes were submitted on time, but the overall assignment remains incomplete (and thus partially late). (**/**)