

CMSI 371-01

COMPUTER GRAPHICS

Spring 2013

Assignment 0212 Feedback

For outcomes *2a* and *3a*, proficiencies top off at | because this assignment only cover 2D aspects of those outcomes. Build on these when we go to 3D in order to reach the +.

Kaitlyn Higa

1a — Nicely done! I think it is safe to say you have mastered pixels and geometric primitives. (+)

2a — You coordinated the 2D transforms in your animation very effectively. (|)

3a — Your 2D scene shows both creativity and technical ability quite well. (|)

4a — Your code is technically correct and functional, although the “inner animation” portion deviates somewhat from what I had in mind. Yours does work as you intended (I suspect), but note that the way you have it, the same functionality can be accomplished simply by separating each new drawing function into different sprites. After all, the viewer doesn’t care if something got broken up into more sprites as long as the visual has continuity. The inner animation that was requested does not have an easy equivalent with the prior functionality.

In addition, your code has a lot of small JavaScript glitches which, although they are generally “forgiven” in terms of this program, are certainly not habits that you want to cultivate later. There are situations where missing semicolons or inadvertently terminated `var` statements will have a negative effect, so you should watch out against those now.

Finally, you had some notable chunks of unused code—the leftover `square` and `circle` functions, and, more notably, the unused new easing functions. How will you know if your easing functions worked if you don’t use them in your animation?

All in all, there are no individual really large glitches, but there are enough of these small ones that, put together, drag down the overall quality of your code. (/)

4b — You arranged your code quite cleanly, separating scene-specific and library-level concerns well. You had the right instinct in separating the long background and sprite drawing routines into different files; just watch out for potential top-level namespace conflicts. (+)

4c — Your code was largely very easy to read in terms of spacing and comments in appropriate places. (+)

4d — Your work shows excellent use of available resources and documentation to find required information. (+)

4e — Your commit frequency and messages are very well done for this assignment. (+)

4f — Submitted on time. (+)