

CMSI 371-01
COMPUTER GRAPHICS
Spring 2013

Assignment 0326 Feedback

For this assignment, outcomes *2a*, *2b*, *3d*, and *3e* max out at | because the requested functionality in this assignment do not yet reach the culmination of what these outcomes represent overall.

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2a — You’ve taken a few more concrete steps toward full 3D transform proficiency—now on to using these functions in your scene! (|)

2b — The mechanics of your ortho and frustum functions look good. The next test will be to use them in your scene. (|)

3d — Your matrix library is certainly moving in the right direction. Actual “field testing” in your 3D scene code is up next. (|)

3e — Your matrices represent additional progress toward 3D scene rendering, but as mentioned will not top out this outcome yet because we haven’t covered the full range of shader functionality yet. (|)

4a — The code that you have works well so far, and this is bolstered by having a unit test suite available to “keep it honest.” I have a few suggestions in inline comments, but these are all points for *further* improvement, and not criticisms for what is already there. (+)

4b — Separation of concerns looks well taken care of in the code that you have so far. My only comment is that functions that are not object-oriented (i.e., they do not operate on `this`) do not have to be assigned to `Matrix4x4`’s prototype. Not a huge deal; more of a very JavaScript-specific fine point. (+)

4c — Your matrix code is quite readable, although it does have a [small] number of spacing and indenting inconsistencies. Sufficiently small so as not to detract from this proficiency though. (+)

4d — Your work shows fine resource use, including leveraging the rotation matrix code that is already in the sample programs and the projection matrices that are already in the handouts. (+)

4e — Your commit phasing can be finer grained than it is. You have “lump sum” commits where you did a bunch of work in one sitting then just committed when you’re done. Instead, for something like this you should really be working one function at a time. (|)

4f — Very preliminary version submitted on time, but most of the work was committed one day after the due date. The on-time work is sufficiently preliminary that it does detract from this outcome. (|)