CMSI 371-01
COMPUTER GRAPHICS
Spring 2012

Assignment 0426 Feedback

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1d — You do not exhibit an understanding of CSG and how it is implemented. (**–**)

1e — You show a rudimentary understanding of how polygon meshes are implemented, with some misordered triangles and incomplete shapes dragging down the demonstration of that understanding. (**/**)

2f, 2g — You showed up for the clipping and HSR sessions—yay! (LOL we won't address how much of that you remember at this point…but you *were* there) (**+**)

2h — You successfully made some lighting choices for your scene. A lot of polygons are insufficiently or incorrectly lit though (incorrect due to reversed vertex order), showing that you don't have a full handle on how to light the scene as you intend. (**|**)

3e — You successfully adapted the sample fragment shader code, but that's as far as you got. Your scene could have used additional light sources, for example, but you stopped short of that. (**|**)

4a — Your code is largely correct except for some mis-ordered polygons. However, because this order is a significant aspect of your understanding of lighting, it does take the proficiency down. (**/**)

4b — Not much documentation here again outside of the comments taken from the sample code. Another wash, but as before you have commented-out code that gets confusing. (**/**)

4c — Again, the primary knock on your indentation and spacing is in the way your mesh code is presented. Things are otherwise decently presented. (**|**)

4d — You used the provided lighting code and information well here, if only on a basic level without going beyond what the sample code already had. (**|**)

4e — Commit frequency and messages are appropriate to the work done. (**+**)

4f — Not submitted on time. (**–**)