CMSI 371-01
COMPUTER GRAPHICS
Spring 2016

Assignment 0329b Feedback

All caps are released with the outcomes in this assignment because a sufficient amount of functionality will have been reached here.

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*Notes while running (high-priority notes are marked with ***):*

- Matrix tests look good when running; we'll see when I look at the code.
- The scene itself does not appear to indicate working projection or instance transformations. Again the code will tell us for sure.

Code review (refer to http://lmucs.github.io/hacking-guidelines/ for code-review abbreviations):

1. Matrix code and tests look OK… +(*2a*, *3a*)
2. …But that also means you can get rid of the bare `getRotationMatrix` function in the main JavaScript code! (*4b*)
3. And now looking at your vertex shader, it's clear that the projection and instance transformations haven't landed yet. You have those commented out, and the JavaScript side appears to compute something, but this doesn't affect the shader yet. It's a start, but this assignment requested that this be running already. (*2a*, *2b*, *4a*)
4. Oh, and now there is email from you saying that your shapes don't appear anymore **:)** I better finish this off then so that I can pull your latest code!

2a — | …Transforms are being computed, but not yet used successfully.

2b — / …Projection matrix also highly preliminary.

3a — | …The library is there but not really used yet, as mentioned.

3d — / …Shader has a commented line and variable declarations, but they don't affect the pipeline yet.

4a — / …All of the above counts as missing functionality.

4b — + …No issues with design at least.

4c — + …Code is presented decently too.

4d — | …You figured out a good chunk, just missing the final usage of the functionality.

4e — +

4f — + …Same notes as with HW 0329a for *4e* and *4f*.