

CMSI 371-01

COMPUTER GRAPHICS

Spring 2016

Assignment 0428a Feedback

Due to time constraints, this feedback is being kept brief. If you would like a longer discussion of your 3D scene, please contact me and we can find some time for a review.

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

- Very pleasant-looking scene! The addition/removal of crystals is a fun idea.
- Specular highlights are clear on the central icosahedron, if small. It's a little surprising that they aren't used more aggressively with the "crystals" since after all those are supposed to glitter or whatever that's called.

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

1. Other shapes are available in your library, so ideally a more varied chandelier design would have made use of these better.
2. With the number of objects being created, it would be justifiable to consider creating the initial chandelier *programmatically*—that is, rather than spelling out (likely via copy-paste) every single diamond in code, implement an algorithm that creates these in a loop then adds them. Makes your code smaller and has potential room for customization.

1b — | ...More shapes that you have implemented, ideally.

1c — +

2a — +

2b — +

2c — +

3a — +

3d — +

4a — +

4b — | ...Some refactoring work for building the model recommended.

4c — | ...Though nested deeply, you should keep indenting for every child array you are defining.

4d — +

4e — +

4f — +