

# CMSI 371-01

## COMPUTER GRAPHICS

Spring 2016

### Assignment 0225 Feedback

Outcomes that eventually cover both 2D and 3D continue to max out at | for now because this assignment remains in 2D.

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

- That's a very fun, or should I say epic, *Bachelor* re-enactment! :)

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

1. I like how you have some ad hoc sprites in *keyframe-tweening-demo.js* too. *+(4a, 4b)*
2. Custom property tweening is good and general. *+(3b, 4a, 4b)*
3. \*\*\* But unfortunately the non-monotonic easing functions are not seen. *(3b, 4a)*
4. *http://lmucs.github.io/backing-guidelines/javascript/#js-eq* (line 118, *keyframe-tweener.js*) *(4b)*

*1a — +*

*2a (max |) — |*

*3a (max |) — |*

*3b (max |) — / ...Missing non-monotonic easing/tweening functions.*

*4a — | ...Same issue.*

*4b — +*

*4c — +*

*4d — +*

*4e — Very consistent frequency and good messages, plus good steady progress from February. (+)*

*4f — Submitted on time. (+)*