

# CMSI 371-01

## COMPUTER GRAPHICS

Spring 2016

### Assignment 0329a Feedback

This is the last assignment where *3a* tops out at | as we head toward the full expected functionality of your library code. Meanwhile, *3d* also stays at | until we get sufficient functionality in our shaders.

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*misaqpham / misaqpham*

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

- OK, I see a green sphere, a dark blue pyramid, and another pyramid but taller and magenta. Looks right; let's peek into the code...

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

1. I see the Shape object and its accompanying tests—these are sufficient for this iteration. Of course one can always add more tests, especially in this case because the tests concern just the child management for now. Ultimately the Shape will have more testable functionality than that. *+(1c, 4a)*
2. Looking now at your scene code, the child functionality is being used correctly. *+(1c, 4a)*
3. Library of polygon meshes looks good too. *+(1b, 3a, 4a)*
4. However, your diamond is still just a pyramid. You need one more vertex on the opposite side of the *xy*-plane, (0, 0, 1.5), then you should create four more triangles connecting to this vertex. *(1b)*

*1b — | ...Slight ding for just having half of the diamond polygon mesh.*

*1c — +*

*3a (max |) — |*

*3d (max |) — |*

*4a — +*

*4b — +*

*4c — +*

*4d — +*

*4e — + ...Good commit frequency and messages. I particularly like “the SPHERE!!!!!!” :)*

*4f — + ...Sufficient work done by the due date.*