

# CMSI 371-01

## COMPUTER GRAPHICS

Spring 2016

### Assignment 0428b 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.

Outcome 2d is based on your presence at the April 29 class section on clipping and hidden surface removal, as documented by the picture(s) taken on that day.

Misa Pham

*misaqpham / misaqpham*

*Notes while running (high-priority notes are marked with \*\*\*)*: Please refer to 0428a feedback for this; both lighting and interaction were examined during the same runtime session.

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

1. Add/remove approach using a stack-like mechanism is simple and clever—good one!
2. Design is not bad but that key event handler could get gnarly if you add more keyboard options. A different approach that avoids the multiple conditionals would be good.

1c — +

2a — +

2d — +

3a — +

3b — +

3d — +

4a — +

4b — | ...Impending event handler refactor.

4c — +

4d — +

4e — +

4f — +