

CMSI 371-01
COMPUTER GRAPHICS
Spring 2013

Assignment 0326 Feedback

For this assignment, outcomes *2a*, *2b*, *3d*, and *3e* max out at | because the requested functionality in this assignment do not yet reach the culmination of what these outcomes represent overall.

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2a — You’ve taken a few more concrete steps toward full 3D transform proficiency—now on to using these functions in your scene! (|)

2b — The mechanics of your ortho and frustum functions look good. The next test will be to use them in your scene. (|)

3d — Your matrix library is certainly moving in the right direction. Actual “field testing” in your 3D scene code is up next. (|)

3e — Your matrices represent additional progress toward 3D scene rendering, but as mentioned will not top out this outcome yet because we haven’t covered the full range of shader functionality yet. (|)

4a — The code that you have works well so far, and this is bolstered by having a unit test suite available to “keep it honest.” (+)

4b — Separation of concerns looks well taken care of in the code that you have so far. (+)

4c — Your matrix code is quite readable, and that’s not just because I wrote some of it :) (+)

4d — Your work shows fine resource use, including leveraging the projection matrices that are already in the handouts. (+)

4e — Your commit phasing and messages show a decent pace, particularly with the separation of some work into distinct functions. Make sure to establish this as a work habit: write the test; write the implementation; commit when the test succeeds. That gives your commit log a very logical, trackable evolutionary trajectory. (+)

4f — Submitted on time. (+)