CMSI 371-01
COMPUTER GRAPHICS
Spring 2013

Assignment 0319 Feedback

For this assignment, outcomes *1c*, *3d*, and *3e* max out at **|** because the requested functionality in this assignment only represents an initial foundation of what these outcomes represent overall.

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1b — You've shown some proficiency at defining polygon meshes, but need a little more practice—you got the tetrahedron and hexahedron right, but need to finish off the sphere. (**|**)

1c — Your overall scene has taken a good step forward, but your composite objects functionality goes only one level. It's not that much harder to support an arbitrary tree of objects. (**/**)

3d — You've made some headway in your shapes library, but need to build the faces of the sphere. (**/**)

3e — Your programmable shaders work fine, although so far we have not yet asked too much of them. (**|**)

4a — The code that you have is pretty functional and correct. Of course it still has some functional gaps— the unfinished sphere mesh and more than one level of composite/container objects—so this proficiency primarily takes a hit because of those. (**/**)

4b — Separation of concerns looks well-supported in the work that you did. (**+**)

4c — Your code is pretty easy to read and understand. (**+**)

4d — Your work shows some resource and information use, but as with other outcomes, you got a hit because of the unfinished sphere and incomplete composite portions. (**|**)

4e — Your commit frequency and messages are appropriate for the work done. (**+**)

4f — Although not completely finished in places, your coverage was complete at the due date. (**+**)