

**CMSI 371-01**  
**COMPUTER GRAPHICS**  
Spring 2013

**Assignment 0502 Feedback**

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*2c* — You have started to integrate diffuse and specular lighting computations from the sample code into your scene. Some code is there, but it is still buggy. A lot of expected data items are missing. The inline comments should point some of this out. (/)

*2d* — You were in class to hear me talk about clipping and hidden surface removal. Yay! (+)

*3e* — Your shader code for lighting appears correct, but remains untested because you haven't gotten there due to the slew of bad data lurking around. (/)

*4a* — Although your code is overall functional and correct, your lighting-specific code still needs work. One of the issues has to do with computing those normal vertices; they rely on a well-constituted polygon mesh. I've committed a helper function to `Shapes` called `checkMeshValidity`, which I hope will help you home in on the problem. Other issues abound; consult my inline comments for details. (/)

*4b* — Separation of concerns is mainly hurt here by your now-quite-repetitive scene object code. You have some distinct objects now—walls, the zombie, maybe others. Instead of calling `Shapes.hexahedron` all over the place, you should put together some meaningfully-named functions that create objects of the same kind (e.g., `createWallSegment`). This would be particularly helpful because of the additional data that your objects are now expected to provide. You also have some glaring repetition in your `assignVerts` and `passSubVerts` functions. (/)

*4c* — Same comment as before—your code has taken quite a tumble in terms of readability and remains messy and hard to read. Much has already been said about this in previous feedback, so I won't repeat them here. (/)

*4d* — For this go-round, you are on your way to integrating diffuse lighting from the sample code based on the information given. However, you have a few blanks to fill before everything works. (/)

*4e* — Commit frequency is good and messages are consistently detailed and descriptive. (+)

*4f* — Submitted on time, but broken. (+)