CMSI 371-01

COMPUTER GRAPHICS

Spring 2013

Assignment 0226 Feedback

Because *2c* involves color and light computations, and this assignment pertains only to color, *2c* tops out at | with future assignments allowing expansion of this to +.

Chris Whiting

1a — Your ability to handle digital visual information in terms of pixels and geometric primitives is somewhat demonstrated here, but your gradient circle logic does not match what was requested, thus dragging you down. (|)

2c — Your color computations are decent, but narrow: they only cover the single-pixel variety. You never did a genuine neighborhood-based calculation, and the gradient circle has glitches. (/)

3b — Your primitives implementation is complete but not completely to-spec (gradient circle again). (|)

3c — Bit-level color manipulation is well-demonstrated for the single-pixel type of filter, but nothing is seen that is truly neighborhood based. Otherwise, this would be justifiably higher. (|)

4a — Your code is generally correct and functional, with some hiccups here and there, mainly with regard to your gradient circle code—see the inline comments. The lack of a genuine neighborhood filter does not detract from this particular outcome, but the glitchy gradient circle code does. (|)

4b — Your choices regarding separation of concerns are generally well-made. There was a misunderstanding with where the *nanoshop* filters should have gone, and that is certainly a separation-of-concerns issue—the way you did them, they aren't really part of a reusable library of filters. (|)

4c — Your code is mostly readable, but inconsistently spaced, particularly with nested parenthetical expressions and indentation of nested data structures—this can be quite distracting, actually. Pick a good set of rules (just look at the sample code—there's lots of it!) and stick to it. Plus your single-pixel averaging filter has a totally incorrect comment. Watch for those! (/)

4d — The lack of a genuine neighborhood filter speaks to a little bit of a miss with regard to resource and documentation discovery or use. (|)

4e — Your commit pacing and messages are excellent. (+)

4f — Submitted on time. (+)

Updated feedback based on your March 29 commit (*nanoshop*) and commits up to May 9 (*primitives*):

1a — Good try with the gradient circle, but unfortunately it's still a miss; I put more inline comments. (|)

2c — You have implemented one neighborhood-based filter, and you generally have the basic gradient computation for your circle. You were, however, supposed to have two filters, and the *way* you use the basic gradient calculation in your circle still doesn't work. (|)

3b — Your additional gradient circle work is noted but still doesn't work as specified. (|)

3c — Your `negative` function is noted, and it does genuinely use the neighborhood, but the assignment asked for two such functions and this is only one. (|)

4a — Your gradient circle code remains glitchy but in a different way. Still off unfortunately. (|)

4b — You have placed your *nanoshop* filters in the correct object, allowing them to be reusable by any code that loads up *nanoshop.js*. (+)

4c — Your code looks better overall—next step, try to write code this way the *first* time. (+)

4d — You have rounded out the breadth of what you needed to do in this assignment with your genuine neighborhood filter. True, you were asked to do two and not just one, but that got hit in *3c*. (+)