

CMSI 371-01

COMPUTER GRAPHICS

Spring 2013

Assignment 0129 Feedback

Because this assignment covers a beginner-level exercise in representing, modeling, and creating visual information digitally, outcome *1a* tops out at |. Later, more advanced assignments will allow this outcome to expand to the maximum +.

Chris Whiting

1a — Your canvas pictures show a solid ability to represent, model, and create visual information in terms of pixels and geometric primitives at a beginning, fundamental level. The proficiency will increase accordingly as long as you show continued advancement. (|)

4a — Your code is largely correct and functional. You do have some hiccups here and there—see the inline comments for specifics. To highlight a few: (1) put all of your variable declarations at the beginning of a function, under a single var statement and separated by commas—this includes variables in loops, or used in limited scope (reason being that this matches JavaScript’s variable declaration semantics better); (2) favor += 1 or -= 1 over ++ and --; (3) avoid the function statement and assign your functions to variables instead (and, per (1), put the declarations in your single var block at the top of each function). These are all JavaScript-specific practices; if you run your code through JSLint you will see more. (|)

4b — Your separation of concerns is mostly good; the exception is the way you have some unnecessarily repeated data in your “fake cube” picture (27b). If you properly separate data from drawing here, your code quality goes up a notch. Plus you unnecessarily hardcode values that are based on the canvas dimensions a few times (500, 600, 512, whatever). This keeps you from resizing the canvas element in HTML without having to also modify the JavaScript code. (|)

4c — Your code’s readability is generally decent, with the one suggestion that I think you should use blank lines more, to separate closely-related blocks of code from each other. (+)

4d — The final pictures lead me to believe that you made good use of available resources to create the images that you wanted to create. (+)

4e — Your commits are phased well, and your messages are nicely descriptive. (+)

4f — Submitted on time. (+)