

CMSI 371-01

COMPUTER GRAPHICS

Spring 2013

Assignment 0212 Feedback

For outcomes *2a* and *3a*, proficiencies top off at | because this assignment only cover 2D aspects of those outcomes. Build on these when we go to 3D in order to reach the +.

Chris Whiting

1a — Nicely done! I think it is safe to say you have mastered pixels and geometric primitives. (+)

2a — You coordinated the 2D transforms in your animation very effectively. (|)

3a — Your 2D scene shows both creativity and technical ability quite well. (|)

4a — Your code is technically correct and functional, although the “inner animation” portion deviates somewhat from what I had in mind. Yours does work as you intended (I suspect), but note that the way you have it, the same functionality can be accomplished simply by separating each new drawing function into different sprites. After all, the viewer doesn’t care if something got broken up into more sprites as long as the visual has continuity. The inner animation that was requested does not have an easy equivalent with the prior functionality.

In addition, your code has some small JavaScript glitches which, although they are generally “forgiven” in terms of this program, are certainly not habits that you want to cultivate later. There are situations where out-of-place variables or inadvertently terminated `var` statements will have a negative effect, so you should watch out against those now.

Finally, your `rand_ball` function is a little...awkward. It works OK in this context, but if you were doing something where a particular probability distribution is desired—well, let’s just say that the way you wrote this, the chance that a specific color gets chosen is not really what you seem to intend it to be. Plus I think the code can be much simpler than it is now.

All in all, there are no individual really large glitches, but there are enough of these small ones that, put together, drag down the overall quality of your code. (|)

4b — Your separation of concerns shows a major miss with how you did the background code. That code was scene-specific and should not have been placed in the `KeyframeTweener` object, which is supposed to be a general-purpose library. It should be passed as a parameter and not hardcoded in there. (/)

4c — Your code was largely very easy to read in terms of spacing and comments in appropriate places. (+)

4d — Your work shows excellent use of available resources and documentation to find required information. (+)

4e — Your commit frequency and messages are very well done for this assignment. (+)

4f — Mostly submitted on time, with a few fixes after. (|)

Updated feedback based on your April 17 commit:

4a — Primary update is with your scene background, which is indeed an improvement, but other issues remain and so we cannot justify moving this up. (|)

4b — You were *very* close to completing your separation-of-concerns refactor of the background function. See inline comments for details; you got close enough to move up a notch on this outcome. (|)