

**CMSI 371-01**  
**COMPUTER GRAPHICS**  
Spring 2016

**Assignment 0225 Feedback**

Outcomes that eventually cover both 2D and 3D continue to max out at | for now because this assignment remains in 2D.

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*Notes while running (high-priority notes are marked with \*\*\*):*

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*Code review (refer to <http://lmucs.github.io/backing-guidelines/> for code-review abbreviations):*

1. There's a way to keep your image URLs relative in both your *sprites* and *toon* directories...just go up a level in both cases and then go back down to *sprites*. (4b)
- 2.

1a —

2a (max |) —

3a (max |) —

3b (max |) —

4a —

4b —

4c —

4d —

4e — Good commit frequency, messages, and work timing, plus some commits during spring break—did you work from Cabo? (+)

4f — Submitted on time. (+)