

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 ***):*

- Great idea, well-executed!
- No technical issues encountered while running.

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. Custom tweening implementation seen, though it is locked into a fixed set of properties. This works for these particular sprites, but then will not recognize custom properties in other sprites. Ideally, all custom properties are picked up automatically. (3b, 4b)
3. Custom non-monotonic easing functions seen, but bumner you only used one. Would have been nice to find a use for `easeOutBack`. (4a)

1a — +

2a (max |) — |

3a (max |) — |

3b (max |) — |

4a — + ...In the end the unused easing function is pretty minor.

4b — | ...Generalized properties would be the ideal here.

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. (+)