CMSI 371-01
COMPUTER GRAPHICS
Spring 2016

Assignment 0428b Feedback

Due to time constraints, this feedback is being kept brief. If you would like a longer discussion of your 3D scene, please contact me and we can find some time for a review.

Outcome *2d* is based on your presence at the April 29 class section on clipping and hidden surface removal, as documented by the picture(s) taken on that day.

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Notes while running (high-priority notes are marked with ***): Please refer to 0428a feedback for this; both lighting and interaction were examined during the same runtime session.

Code review (refer to http://lmucs.github.io/hacking-guidelines/ for code-review abbreviations):

1. With the scene and objects so nicely set up, I guess one item on the wish list is to just have more possibilities. It wouldn't have taken too much more effort to, say, add planets back. Or maybe mix up the movement a bit more (different speeds, different axes, etc.). Not a huge deal, but more a case of seeing the additional potential in the scene.

2. In terms of interaction code, why are lines 427–430 in *my-scene.js* repeated? Looks like an oversight to me; you just need lines 428 and 429.

3. Otherwise, all hail RAMP.

1c — **+**
2a — **+**
2d — **+**
3a — **+**
3b — **+**
3d — **+**
4a — **+**
4b — **|** …Dupe code.
4c — **+**
4d — **+**
4e — **+**
4f — **+**