

CMSI 371-01

COMPUTER GRAPHICS

Spring 2016

Assignment 0428a 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.

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

- Fun idea...and of *course* there's a "prize" at the end if the user destroys all of the planets!
- The specular highlight on the ramp is unusual—will have to see the code to see how that's done.
- Given the planetary nature of the scene, I'm surprised that specular lighting isn't also used on the revolving bodies, to give them a nice "glow." But that can very well have been your choice.

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

1. No issues with the lighting code—it's there, it does what it needs to do.
2. RAMP is definitely there to mix it up, but it would have been nice for a couple more shapes to join the party, maybe like a satellite or a building or something. That just happens to be the challenge with a solar system-y scene, trying to involve more shapes than just spheres.
3. The `masterShape` variable is something I've been hoping people will realize regarding the composite object pattern, but you could take it even further—*ditch the `objectsToDraw` array*. Just make `masterShape` *be* the scene itself. No one has caught on to that, but you're the closest so far.
4. Some code cleanup is also called for—lots of commented-out blocks there. Time for RAMP to put them to rest!

1b — | ...Ideally, more shapes could have been there to worship RAMP.

1c — +

2a — +

2b — +

2c — +

3a — | ...Again, moar shaypz.

3d — +

4a — +

4b — | ...One step short of ditching the `objectsToDraw` array. No more `drawScene`, just `drawObject`.

4c — | ...Some commented-code cleanup would be good.

4d — +

4e — +

4f — +