

# CMSI 371-01

## COMPUTER GRAPHICS

Spring 2016

### Assignment 0329b Feedback

All caps are released with the outcomes in this assignment because a sufficient amount of functionality will have been reached here.

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

- Transforms and fancier projection are pretty evident in the scene (not to mention that we worked on this in class so I kind of already know that those are in there...)
- Matrix test suite also present and successful.

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

1. We've gone through this code in class and generally it looks good. The transforms appear to work the way we want, and thanks to those we have a nice perspective viewing volume with the objects fitting well inside it. (+2a, +2b, +3a, +3d)
2. And I guess now is when I should harp on some of the overzealous indentation happening in the code, particularly in *my-scene.js*. Plus the comments that you don't need anymore after we fixed things. Give your code a once-over + makeover along those lines. (4c)

2a — +

2b — +

3a — +

3d — +

4a — +

4b — +

4c — / ...This is where we bug about the indentation and other code presentation loose ends.

4d — +

4e — +

4f — + ...Same notes for 4e and 4fas in HW 0329a.