CMSI 371-01
COMPUTER GRAPHICS
Spring 2013

Assignment 0226 Feedback

Because *2c* involves color and light computations, and this assignment pertains only to color, *2c* tops out at **|** with future assignments allowing expansion of this to **+**.

Quin Thames

1a — Your proficiency with handling digital visual information in terms of pixels and geometric primitives is definitely well-demonstrated here. (**+**)

2c — No problems with color computations here at all. Transfer them to when we are dealing with light and you will be just fine. Slight misunderstanding to exactly how the circle gradient was to be implemented, but your way involved the same kinds of computations, so this implementation remains acceptable. (**|**)

3b — You have shown a fine capacity for implementing graphics primitives. (**+**)

3c — No problems with low-level color manipulation here. (**+**)

4a — Your code is certainly functional and works as intended. You have a few JavaScript-specific hiccups, as noted in the inline comments: remember that dropping `var` results in global variables, and there is no such thing as "integer division" in JavaScript. Just par for the course here as you get to know this language better, so we'll just take that as part of the learning curve and not a knock on your coding ability. (**+**)

4b — Your choices regarding separation of concerns are generally well-made. There was a misunderstanding with where the *nanoshop* filters should have gone, and that is certainly a separation-of-concerns issue. The way you did it remains fairly clean, except that you rely on a `max` variable that lived outside your filter function. I didn't really see a reason for that to be outside. (**|**)

4c — Your code is generally readable, but the spacing remains too tight—enough to detract readability by a tad. There are a couple of notes on this in the inline comments. Nested expressions and data structures can certainly benefit from more aggressive spacing and indentation. (**|**)

4d — Your work shows good use of resources and documentation. (**+**)

4e — Your commit pace is decent, though it can be a little bit more finer-grained. Still, in consideration of how I've seen you work before, I would say that the pace is indeed consistent with the way you phase yourself. Messages are great; the bullets help with clarity. (**+**)

4f — Submitted on time. (**+**)