CMSI 371-01

COMPUTER GRAPHICS

Spring 2013

Assignment 0418 Feedback

Outcome *3a* can now "graduate" with this assignment, with *2c* and *3e* maxing out in Assignment 0502.

Quin Thames

1c — Your demonstration of this outcome has been long fulfilled. (+)

2a — With help from me, your instance transform implementation has been successfully used to implement user-driven rotation. The center of rotation is still a bit off though, and you should still implement the camera transform even if your particular scene does not call for it (although you must admit, that would be useful for things like homing in on the chamber porthole or viewing the reactor from perspectives that cannot be achieved solely by rotation). (|)

3a — Your scene code can do user-driven interactive rotation. You're welcome **:)** But you have additional possible dynamic behavior that remains unfulfilled; it would be a pity to stop just here. (|)

3e — Thanks to good separation of concerns, your vertex shader did not need revisions in order to support user-driven rotation. Work with the fragment shader is still pending before this can go to +. (|)

4a — The rotation code is functionally correct, but then again I wrote most of it **:)** This functionality would not have been possible, however, without the correct functionality and appropriate design choices that you made for your composite objects and instance transformation, so that factors in here. (+)

4b — The good design choices noted in *4a* relate closely to separation of concerns, so that proficiency carries over to this outcome. (+)

4c — Most of the code written for this go-round was mine, so we will leave this proficiency unchanged from before assuming that you haven't gotten worse at formatting and documenting your code. (+)

4d — For this particular assignment, you *definitely* made good use of a resource that was available to you, so that's great. (+)

4e — As with *4c*, this outcome for this assignment was covered primarily by commits from me. You did commit your unit test fixes from last time though, and there was nothing wrong with that. (+)

4f — Submitted on time. By me, of course, but that's part of the bonus. (+)

Follow-up proficiency: Your fixes to your matrix library unit tests are noted and thus *3d* can be improved to |. Still need that camera matrix though, as mentioned before.

Updated proficiencies based on commits up to May 10:

2a — You've addressed the center of rotation to something more intuitive, and added a camera matrix (although it cannot be changed). Both good improvements, and having the camera matrix will afford you more flexibility in exploring the model. (+)

3a — The addition of the fusion visual is a nice, scene-specific improvement. Certainly enough to put this proficiency up a level. (+)