

CMSI 371-01
COMPUTER GRAPHICS
Spring 2013

Assignment 0319 Feedback

For this assignment, outcomes *1c*, *3d*, and *3e* max out at | because the requested functionality in this assignment only represents an initial foundation of what these outcomes represent overall.

Quin Thames

1b — Great job with your polygon meshes—no problem here at all. (+)

1c — Your overall scene has taken a good step forward, but your composite objects functionality goes only one level. It's not that much harder to support an arbitrary tree of objects, which conceptually makes a good deal of sense (e.g., a human body is made up of a head, torso, arms, and legs; the head can have hair, ears, eyes, nose, and mouth; the arms have hands which in turn have fingers; etc.). When individual transforms come into the picture, the idea becomes even more useful. (/)

3d — You've made great headway in your shapes library. One quick note: "octahedron" is spelled, well, "octahedron," and the plurals of "vertex" and "index" are "vertices" and "indices," respectively :) (|)

3e — Your programmable shaders work fine, although so far we have not yet asked too much of them. (|)

4a — The code that you have is pretty functional and correct. Its main functional gap is the need to support more than one level of composite/container objects—so this proficiency primarily takes a hit because of that. (|)

4b — Separation of concerns looks well-supported in the work that you did. (+)

4c — Your code is pretty easy to read and understand. (+)

4d — Your work shows fine resource and information use. (+)

4e — Your commit frequency and messages are appropriate for the work done. (+)

4f — Submitted on time. (+)