CMSI 371-01

COMPUTER GRAPHICS

Spring 2013

Assignment 0129 Feedback

Because this assignment covers a beginner-level exercise in representing, modeling, and creating visual information digitally, outcome 1a tops out at |. Later, more advanced assignments will allow this outcome to expand to the maximum +.

Quin Thames

- 1a Your canvas pictures show a solid ability to represent, model, and create visual information in terms of pixels and geometric primitives at a beginning, fundamental level. The proficiency will increase accordingly as long as you show continued advancement. (|)
- 4a Your code is largely correct and functional, with few semantic gaffes. For the small tweaks that you could have improved on, see the inline comments.

You also had a latent visual glitch in your polka dot program, which you didn't happen to catch because you were using the one browser which didn't manifest that glitch:) Which browser is buggy and which browser is standards-compliant? I'm not actually sure; this might be worth looking up (FWIW this did not drag down the proficiency because it's more of a "browser compatibility" thing, but it is still useful to be aware of such issues). (+)

- 4b Not many concerns to separate here, but you still do it well. You missed a few opportunities to use canvas.width and canvas.height, but because there were other programs where you did use them, I count those more as an oversight than a deficiency in the ability to separate concerns. (+)
- 4c Your code has decently readable, with generally good name choices (although there are some notes on this in the inline comments). One tendency that you do have is long, cramped one-liners. Past a certain threshold, these are better off being spaced more liberally and broken up into multiple lines. (+)
- 4d The final pictures lead me to believe that you made good use of available resources to create the images that you wanted to create. (+)
- 4e You phased your code quite well, with good commit messages. (+)
- 4f Submitted on time. (+)