

CMSI 371-01

COMPUTER GRAPHICS

Spring 2013

Assignment 0212 Feedback

For outcomes *2a* and *3a*, proficiencies top off at | because this assignment only cover 2D aspects of those outcomes. Build on these when we go to 3D in order to reach the +.

Quin Thames

1a — Very nicely done! I think it is safe to say you have mastered pixels and geometric primitives. (+)

2a — You coordinated the 2D transforms in your animation very effectively. (|)

3a — Your 2D scene shows both creativity and technical ability quite well. (|)

4a — Your code is technically correct and functional, and it even goes beyond what was requested in the assignment. (+)

4b — You arranged your code mostly cleanly, separating scene-specific and library-level concerns well. The one separation hiccup is the hardcoded logic for looping (near the bottom of *keyframe-tweener.js*)—unless I am misunderstanding the intent of that code, the numbers involved can probably be passed as part of the tweener settings. (|)

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

4d — Your work shows excellent use of available resources and documentation to find required information. (+)

4e — Your commit frequency and messages are very well done for this assignment. (+)

4f — Submitted mostly on time, with a few tweaks submitted after the deadline. (|)