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 **+**.

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1a — Your ability to handle digital visual information in terms of pixels and geometric primitives is fairly well-demonstrated here, but you missed the gradient circle portion, thus dragging you down. (**|**)

2c — Your color computations are decent, but narrow: they only cover the single-pixel variety. You never did a genuine neighborhood-based calculation, and the gradient circle was not done. (**/**)

3b — Your primitives implementation is only half-complete. You did do the dash implementation fairly correctly, but the gradient circle was not done. (**/**)

3c — Bit-level color manipulation is well-demonstrated for the single-pixel type of filter, but nothing is seen that is truly neighborhood based. Otherwise, this can be justifiably higher. (**|**)

4a — Your code is generally correct and functional. There are a few style and elegance issues though—see the inline comments. The lack of a genuine neighborhood filter does not detract from this particular outcome, but the missing gradient circle code does. (**|**)

4b — Your code separates concerns quite well. (**+**)

4c — Your code is mostly readable, but inconsistently spaced, particularly with regard to when blank lines are included—this can be quite distracting, actually. Pick a consistent set of rules, erring on the side of more blank lines. (**|**)

4d — The lack of a genuine neighborhood filter and the missing primitive implementation (the gradient circle) speak to inadequate resource and documentation discovery or use. (**/**)

4e — Your commit pacing and messages are excellent. (**+**)

4f — Partially submitted on time; only the gradient circle is missing. (**|**)