CMSI 371-01
COMPUTER GRAPHICS
Spring 2013

Assignment 0404 Feedback

The "cuffs" are off outcomes *2a*, *2b*, and *3d* with this assignment, so I have started giving **+**'s for those outcomes if the submitted work calls for it. *1c* and *3a* await full scene interaction before they can max out. *2c* (not evaluated here) and *3e* need proficiency in lighting and fragment shaders in order to go **+**.

Carlos Agudo

1c — No instance transform code is seen here. (**O**)

2a — No instance transform code is seen here. (**O**)

2b — You have the beginnings of projection but it is still commented out. (**−**)

3a — You have not gone beyond the rotation already given by the sample code. (**O**)

3d — Progress is seen in your matrix library, but that is for the previous assignment. For this one, the desired progress was for instance transforms, and that is not seen. (**O**)

3e — No instance transform code is seen in your vertex shader. (**O**)

4a — No instance transform code is seen here. (**O**)

4b — No instance transform code is seen here. (**O**)

4c — No instance transform code is seen here. (**O**)

4d — No instance transform code is seen here. (**O**)

4e — No instance transform code is seen here. (**O**)

4f — Not submitted on time. (**−**)