CMSI 371-01

COMPUTER GRAPHICS

Spring 2013

Assignment 0326 Feedback

For this assignment, outcomes *2a*, *2b*, *3d*, and *3e* max out at | because the requested functionality in this assignment do not yet reach the culmination of what these outcomes represent overall.

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2a — You've taken a some steps toward full 3D transform proficiency, but your work shows a fundamental misunderstanding of how they are implemented. See my long inline comment for details. (/)

2b — You have ortho implemented properly (as a standalone matrix) but not frustum. (/)

3d — Your matrix library has gotten started, but you need a clarification session to correct what appears to be a misunderstanding of how these transform matrices are used and formed. (/)

3e — Your matrices represent additional progress toward 3D scene rendering, but as mentioned will not top out this outcome yet because we haven't covered the full range of shader functionality yet. (|)

4a — In terms of code, you certainly wrote things the way you intended; that aspect is not a problem for this outcome. However, some genuine coding issues were indeed found, mainly in your unit test suite. These issues are detailed in my inline comments there; they do represent enough to lower this proficiency by a notch. (|)

4b — Separation of concerns looks well taken care of in the code that you have so far. My only comment is that functions that are not object-oriented (i.e., they do not operate on `this`) do not have to be assigned to `Matrix4x4`'s `prototype`. Not a huge deal; more of a very JavaScript-specific fine point. (+)

4c — Your matrix code is decently readable, although some comments will be useful especially for functions whose tasks are not immediately obvious (e.g., `conversion`). Plus, you still have the occasional incorrect indent or inconsistent spacing that really should not be there at all (|)

4d — Your work shows decent resource use, except for that fundamental misunderstanding of how matrices work. We need to find a way to correct that eventually. (|)

4e — Your commit phasing can be finer grained than it is. I generally saw "lump sum" commits were you did a bunch of work in one sitting then just committed when you're done. Instead, for something like this you should really be working one function at a time. You started out this way, but appear to clump all of the remaining functions. (|)

4f — Very preliminary version submitted on time, but most of the work took place after the due date. The on-time work is sufficiently preliminary that it does detract from this outcome. (|)