

**CMSI 371-01**  
**COMPUTER GRAPHICS**  
Spring 2013

## Assignment 0418 Feedback

Outcome *3a* can now “graduate” with this assignment, with *2c* and *3e* maxing out in Assignment 0502.

### Carlos Agudo

*1c* — With lots of help from me, your scene now integrates 3D tweening for the instance transform. A full implementation would be able to handle the composite object tree, but even now what is there will at least be able to tween top-level objects. (|)

*2a* — Again with help from me, your instance transform implementation can now be tweened across keyframes. Do read my inline comments, however, for some red flags that I spotted regarding your instance transformation code. This proficiency is a | solely for how your tweening code successfully uses your instance transform, which is the focus of this assignment. The proficiency would be lower for Assignment 0404, whose focus is the instance transformation code itself. (|)

*3a* — Your scene code can do keyframe-based, tweened animation. You’re welcome. (|)

*3e* — Thanks to good separation of concerns, your vertex shader did not need revisions in order to support tweening. Work with the fragment shader is still pending before this can go to +. (|)

*4a* — The tweening code is functionally correct, but then again I wrote most of it. I did, however, leave a decent chunk of functionality there for you to build upon, so that’s how you would increase this proficiency if desired. In addition, the tweening is affected by your instance transformation code. Make sure that your instance transformation truly works as intended. (|)

*4b* — The tweening code is written such that concerns are well-separated (as noted, the vertex shader did not need any changes). OK, fine, I’ll give you this :) (+)

*4c* — Your code is decently readable and understandable. I still don’t agree with some of your naming and spacing decisions, but otherwise I can navigate through your code pretty easily. (+)

*4d* — For this particular assignment, you *definitely* made good use of a resource that was available to you, so that’s great. (+)

*4e* — You have decent commit messages, but I think your frequency can improve a little more. You still clump somewhat large units of work together for a single commit. (|)

*4f* — Not submitted on time—all of the interaction related work was (a) done by me and (b) done after this assignment was due. (/)