CMSI 371-01

COMPUTER GRAPHICS

Spring 2013

Assignment 0502 Feedback

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2c — You have successfully integrated diffuse lighting computations from the sample code into your scene. This was done correctly; ideally the specular calculation should be integrated also. (|)

2d — You were in class to hear me talk about clipping and hidden surface removal. Yay! (+)

3e — Your shader code, on its own, correctly implements diffuse lighting (see *4a* for where your current bugs live). In addition, specular lighting would expand your fragment shader beyond the trivial "set color" version, so it would be nice for you to get a feel for that also. (|)

4a — Your [lighting] code is overall functional and correct, and fulfills the baseline functionality expected for this course. Your code is broken, though, with regard to the data that get sent to the shader. Specifically, some of your scene objects are setting normal vectors incorrectly (or are missing them completely). Note that normal vectors are crucial for lighting calculations.

As previously discussed, your code has other bugs as well, but this proficiency applies solely to your lighting code and the incomplete definition/handling of normals. (/)

4b — Separation of concerns remains decent and unaffected by your bugs. (+)

4c — Code readability remains the same as before. (+)

4d — For this go-round, you successfully integrated diffuse lighting from the sample code based on the information given. Fix your normal vectors and implement specular lighting for a full proficiency with this outcome in this assignment. (|)

4e — Commit messages are consistently detailed and descriptive. (+)

4f — Lighting functionality was submitted 2 days after the assignment due date. (|)