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 **+**.

Carlos Agudo

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 (with a caveat for a portion of its logic—see *4a*), 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, with one major gaffe that, although technically correct, actually drags down your logic skills quite a bit—in your `primitives` code, you have "`dash > 0 && dash > 1.`" Wow, really? I hope that does not need further explanation—plus, that hiccup alone is a huge knock on your programming proficiency. There are additional style and elegance issues also—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 blank lines, nested parenthetical expressions, and spacing around curly braces—this can be quite distracting, actually. Pick a good set of rules (just look at the sample code—there's lots of it!) and stick to it. (**/**)

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. (**|**)

Re-evaluation covering commits made since March 7:

1a — You have completed a gradient circle implementation. The algorithm you implemented is not completely linear, but it still does implement a decent-looking gradient. (**+**)

2c — You have sufficiently demonstrated color computation proficiency with your neighborhood color filters. This proficiency will then "max out" when you do 3D lighting. (**|**)

3b — Your primitives implementation is functionally completed by your gradient circle. But as you noted, the circle implementation does not handle colors correctly. This detracts from this outcome. (**|**)

3c — Bit-level color manipulation is now fully demonstrated with your genuine neighborhood filters. (**+**)

4a — Your major dashed-line logic issue has been fixed, and you have a form of gradient circle implementation, even if colors aren't totally well-handled yet. (**+**)

4c — No significant improvement is seen in your spacing consistency. (**/**)

4d — Filling in the neighborhood filter and circle gradient functionalities in your assignment (despite the incomplete handling of colors for the circle gradient) are enough to increase this proficiency. (**+**)