

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

## Assignment 0319 Feedback

For this assignment, outcomes *1c*, *3d*, and *3e* max out at | because the requested functionality in this assignment only represents an initial foundation of what these outcomes represent overall.

### Carlos Agudo

*1b* — You've shown that you can define the *vertices* of polygon meshes, but need a significantly more practice with its faces—your objects' inability to be rendered correctly as solids are indicative of that. (/)

*1c* — Your overall scene has taken a good step forward, but without composite objects your functionality is currently limited. (/)

*3d* — You've made some headway in your shapes library, but need to redo all but the pyramid so that you are defining the objects' *faces* and not edges. (/)

*3e* — Your programmable shaders work fine, although so far we have not yet asked too much of them. (|)

*4a* — The vertex code that you have is functional and correct. The index code, as mentioned, needs major revamping. And of course it is still missing a major portion—composite/container objects. Those are enough to bring your proficiency down. (/)

*4b* — Separation of concerns looks well-supported in the work that you did. (+)

*4c* — Your code takes more than the usual effort to read—your spacing is inconsistent, you have some bad indentation, you have some inconsistently-named variable names—and I even spotted a negative zero (-0) literal! Things just look messy. (/)

*4d* — Your work shows some resource and information use, but as with other outcomes, you get a hit because of the gap in understanding of what a polygon mesh is and the missing composite functionality. (/)

*4e* — Your commit messages are appropriately descriptive, but your commit frequency does not correspond well to the work done. In particular, I think each of your meshes are certainly distinct units of work and each deserved at least one commit apiece. As it is, your pencil tip and body are mixed in with the only two commits that you made for this assignment. (/)

*4f* — Mostly submitted on time, but composite functionality is completely missing. (/)