

CMSI 371-01
COMPUTER GRAPHICS
Spring 2013

Assignment 0404 Feedback

The “cuffs” are off outcomes *2a*, *2b*, and *3d* with this assignment, so I have started giving +’s for those outcomes if the submitted work calls for it. *1c* and *3a* await full scene interaction before they can max out. *2c* (not part of this assignment) and *3e* need proficiency in lighting and fragment shaders in order to go +.

Carlos Agudo

1c — No instance transform code is seen here. (O)

2a — No instance transform code is seen here. (O)

2b — You have the beginnings of projection but it is still commented out. (–)

3a — You have not gone beyond the rotation already given by the sample code. (O)

3d — Progress is seen in your matrix library, but that is for the previous assignment. For this one, the desired progress was for instance transforms, and that is not seen. (O)

3e — No instance transform code is seen in your vertex shader. (O)

4a — No instance transform code is seen here. (O)

4b — No instance transform code is seen here. (O)

4c — No instance transform code is seen here. (O)

4d — No instance transform code is seen here. (O)

4e — No instance transform code is seen here. (O)

4f — Not submitted on time. (–)