CMSI 371-01
COMPUTER GRAPHICS
Spring 2016

Assignment 0329a Feedback

This is the last assignment where *3a* tops out at **|** as we head toward the full expected functionality of your library code. Meanwhile, *3d* also stays at **|** until we get sufficient functionality in our shaders.

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Notes while running (high-priority notes are marked with ***):

- Damn fine shape test suite(s) there!
- Looks like you missed a push—filename references are incorrect in *millenial3d.html*.
- OK, filename fixes are easy, and I can now see that fine-grained sphere pretty well (I won't commit in case you have a latent commit there that just didn't happen to get pushed).

Code review (refer to <u>http://lmucs.github.io/hacking-guidelines/</u> for code-review abbreviations):

1. What, tabs? Surprisingly, yes, some are lurking in *pipeline/tests/qunit-close-enough.js*, maybe more. (*4c*)
2. The functionality of the test code is great—but all that repeated setup code, I would have thought that you might have been moved to consolidate that to avoid future maintenance woes. (*+4a, 4b*)
3. Child/grouping functionality looks good, and good to see that you are already using it in your own shape library. +(*1b, 1c, 3a, 4a*)
4. And of course the shape library itself is nice and rich; looking forward to whatever scene you are planning here (apparently another millennial?). +(*3d, 4a*)

1b — **+**
1c — **+**
3a (max **|**) — **|**
3d (max **|**) — **|**
4a — **+**
4b — **+**
4c — **+** …I would make different formatting decisions, but things at least seem more consistent here.
4d — **+**
4e — **+** …Excellent commit timing, frequency, and descriptive messages.
4f — **+** …Done before the due date.