CMSI 371-01
COMPUTER GRAPHICS
Spring 2016

Assignment 0428b Feedback

Due to time constraints, this feedback is being kept brief. If you would like a longer discussion of your 3D scene, please contact me and we can find some time for a review.

Outcome *2d* is based on your presence at the April 29 class section on clipping and hidden surface removal, as documented by the picture(s) taken on that day.

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Notes while running (high-priority notes are marked with ***): Please refer to 0428a feedback for this; both lighting and interaction were examined during the same runtime session.

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

1. No issues with the controller-level code; it generally looks the way it should.
2. Some consolidation and reduction of repeated computation can be done, but not critical: e.g., caching the shape collection so switching does not require constant recreation; combining some repeated patterns into parameterized functions; refactoring some `switches` and conditionals so that the code is more data driven and adding to the library of shapes becomes more straightforward.

1c — **|** …Children remain dormant.

2a — **|** …Coded interaction does not involve these.

2d — **+**

3a — **+** …For interaction purposes now, this is just fine.

3b — **+**

3d — **+**

4a — **+**

4b — **|** …Consolidation/reduction of repetition/getting more data-driven.

4c — **+**

4d — **+**

4e — **+**

4f — **+**