CMSI 371-01
COMPUTER GRAPHICS
Spring 2014

Assignment 0415 Feedback

Proficiencies of **+** can now be applied to all outcomes in this assignment.

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1c — Scene done…sort of. Bummer it's got errors up the nose. But the biggest one is actually the same consistent issue, so lots of things should come together once that is fixed. (**–**)

2a — Transform mastery has one loose end: you barely use it! (**/**)

2b — Projection hasn't shown up. (**–**)

2c — The lights are off… (**–**)

3a — …and no one's home. (**–**)

3d — Your library is pretty much done, except for those `getLookAtMatrix` unit tests. (**|**)

3e — Shaders unchanged from sample code. (**–**)

4a — The focus of this assignment was lighting. None seen. (**–**)

4b — Separation of concerns is almost OK but only by default. (**|**)

4c — Source code feedback remains the same as before. (**|**)

4d — Looks like you hit a wall right here. (**–**)

4e — No commits seen pertaining to this assignment. (**–**)

4f — No lighting submitted. (**–**)