

CMSI 371-01

COMPUTER GRAPHICS

Spring 2014

Assignment 0318 Feedback

For outcome *3d*, this assignment only covers a subset of the full graphics library that is expected to come out of this class, so it has a maximum proficiency of | for now. Similarly, this assignment applies only to the vertex shader aspect of *3e*, so that outcome also has a maximum proficiency of | until a future assignment expands that to include the fragment shader as well.

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1b — Your cube, pyramid, and hemisphere implementations show that you understand well how to build polygon meshes. But your “sphere” needs more vertices. (|)

1c — You have the *start* of a scene but no shape group functionality whatsoever. Definitely more to do in this area. (/)

3d — At this stage your library covers just geometric primitives, and in that area you have started well. (|)

3e — You’ve got the rudimentary shaders working well with your scene so far. (|)

4a — In terms of functionality, you hit most of the beats of this assignment except for shape groups. That is the big drag on your proficiency. (/)

4b — Separation of concerns was primarily established by the sample code, but you at least have not broken this in any way. (+)

4c — Your code is fairly clear, although not a lot of it is fully yours at this stage (pretty much cube and pyramid, but that’s it). Short as it is, it still isn’t bad. (+)

4d — You generally did well using and finding available information for figuring out your shapes but fell short quite a bit with shape groups. (/)

4e — I’ll give you *one* guess on why you got this proficiency for each *commit* that you made to this assignment :-P (/)

4f — Cube and pyramid submitted on time, “sphere” came later, and shape groups never showed up. (/)