

**CMSI 371-01**  
**COMPUTER GRAPHICS**  
Spring 2014

## Assignment 03 I I Feedback

This assignment applies only to the color computation aspect of 2c, so that outcome has a maximum proficiency of | until a future assignment expands that to include light computations as well.

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1a — Pixel-level handling is signed, sealed, and finally delivered. (+)

2c — You've shown that you can make color computations without a problem. Show the same eliteness with lighting computations in later assignments and you'll be fine. (|)

3b — A little trip-up with working at the primitive level (gradient circle). (/)

3c — Your filters successfully perform low-level color manipulation, but the other way to do this is with gradients and you still need to get on that. (/)

4a — All code except for the gradient circle works well with no major issues (you've been dinged enough for the missing gradient circles, so we focus on just the code that's there in this outcome). See the inline comments for some small JavaScript-specific suggestions. (+)

4b — Separation of concerns largely maintained except for your Mario sprite—as indicated in the inline comments, you could have organized your code such that *mario.js* need not have been copied. Think about that a bit then talk to me if you give up. (|)

4c — Code is decently readable; I didn't see anything that stuck out, and that's a good thing. (+)

4d — You generally did a good job using the available information to do your work, minus that pesky gradient circle. (|)

4e — Commit frequency and messages are mostly appropriate to the work done. Primitives is a little on the low side, but still plausible. (+)

4f — Submitted on time. (+)

**Updated feedback for commits up to 5/12/2014; only re-evaluated outcomes are included:**

3b, 3c, 4d — Gradient circle now fills correctly. (+, +, +)