

CMSI 371-01
COMPUTER GRAPHICS
Spring 2014

Assignment 0403 Feedback

With the inclusion of 3D transforms, outcome *2a* expands to a maximum proficiency of **+**. Outcomes *3d* and *3e* remain at a maximum of **|** because full coverage has not been reached yet in either outcome.

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2a — Some demonstration of 2D and 3D transform understanding by virtue of the initial matrix code, but this goes quite unused plus rotation unit tests are needed. A ways to go here. (/)

2b — Projection isn't happening. (-)

3d — Still in the very early stages of this; from the scope of this assignment we're looking for a demonstrably functional matrix library, and from that perspective you have a start but a loooooong way to go (particularly in terms of using it in your own code). At least your tests hold up. Don't forget to test `get[Instance]TransformMatrix` and `getLookAtMatrix` also, eventually. (/)

3e — Instance transformation functionality has not been added to your shader. (-)

4a — You have the beginnings of matrix code with tests to validate them, but your scene does not yet provide evidence that this code works correctly. You must eat your own dog food now :) (/)

4b — Concerns appear to be separated well, for the most part. But you have at least two code blocks that clearly need cleanup based on the work that you've already done. (/)

4c — Your code looks decent...if only it worked as well as it looks! (|)

4d — Decent job lining up the needed information to get your matrix library up and running, but now you need information to help you make use of this library more extensively. (|)

4e — Commit frequency and messages are appropriate to the work done. (+)

4f — Preliminary matrix code and tests submitted on time, with everything else coming after. (|)