

CMSI 371-01

COMPUTER GRAPHICS

Spring 2016

Assignment 0329a Feedback

This is the last assignment where *3a* tops out at | as we head toward the full expected functionality of your library code. Meanwhile, *3d* also stays at | until we get sufficient functionality in our shaders.

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*Notes while running (high-priority notes are marked with ***):*

- No technical issues with your scene.
- The shape test HTML file had one too many “../” in the paths for finding Mocha and Chai. But once fixed, these run just fine.
- Those polygon meshes have a nice high resolution! Hope you enjoyed creating them.

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

1. All the technical beats are hit: children/grouping support, shape library, and finally a test suite for that shape library. +(1b, 1c, 3a)
2. One question, and it is small, is why is it still necessary to pass the prefab shapes into the Shape constructor? Wouldn't Shape.diamond(...), which gives you a diamond Shape immediately, look better than new Shape(Shapes.diamond(), ...)? (4b)

1b — +

1c — +

3a (max |) — |

3d (max |) — |

4a — +

4b — +

4c — +

4d — +

4e — + ...Good commit habits and messages seen.

4f — + ...Submitted on time.