

CMSI 371-01

COMPUTER GRAPHICS

Spring 2016

Assignment 0329b Feedback

All caps are released with the outcomes in this assignment because a sufficient amount of functionality will have been reached here.

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

- The scene continues to look fine, although now knowing the scene structure, the parent-child relationship does not appear to propagate the parent's transform (ice cream cone).
- Matrix tests look good though. So what is wrong with the ice cream code...?

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

1. And code review does indeed show no sign that a parent object's transform is made to apply to its children. But things are pretty close. That's when you'll have your ice cream cone! (2a, 4a)
2. The design of the `Matrix` object itself looks good. Implement the camera matrix eventually and this can be considered completely done (for the scope of this class, that is). (+4b)

2a — | ...Just a little more, and the children will follow the parents...

2b — +

3a — +

3d — +

4a — | ...Yep, the transformed children thing again.

4b — +

4c — +

4d — +

4e — +

4f — + ...Same notes as with HW 0329a for 4e and 4f.