CMSI 371-01
COMPUTER GRAPHICS
Spring 2016

Assignment 0428a Feedback

Due to time constraints, this feedback is being kept brief. If you would like a longer discussion of your 3D scene, please contact me and we can find some time for a review.

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

- Hahaha nice, ice cream! Interestingly, you weren't the only one with this idea **:)**
- Damn I licked it all. Wish I could refill!
- Lighting is odd though…I did see any sign of it.
- Plus the rotation around the *y*-axis is barely visible—you could have chosen a better animation, I think.
- You had other shapes right? Those would have been perfect for sprinkles…

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

1. Well, the lighting code *is* there, but…it's definitely not being used well.
2. …And I can now see partially why. The port from the sample code actually isn't quite right. It mixes the diffuse-only approach with the diffuse + specular approach in some incorrect ways, such as the way the light vector is computed and how the colors are combined, even mixing in the old pre-lighting hack of tweaking the color based on the final *z*-coordinate. No time to fully debug this right now, but this is definitely not the right code.

1b — **|** …This looks right, but without proper lighting it's hard to be totally sure. So will go partway.

1c — **+**

2a — **|** …Some of the lighting bugs spill over into how transforms are done.

2b — **|** …Ortho is *so* sample code. Go perspective!

2c — **/** …Bugs noted above.

3a — **|** …Can't consider this complete without functional lighting.

3d — **–** …Yes, sorry, this is really quite broken, lighting-wise.

4a — **/** …Lighting.

4b — **+** …Structurally OK though.

4c — **+**

4d — **/** …Wish we had more time to address this lighting thing *before* the semester ended!

4e — **+** …Yes, your commit log says it all…sometime summer let's fix this OK?

4f — **+** …I'll cut you some slack. I don't think it would have made a difference though, since you've been pretty on-time until now.