CMSI 371-01

COMPUTER GRAPHICS

Spring 2016

Assignment 0225 Feedback

Outcomes that eventually cover both 2D and 3D continue to max out at **|** for now because this assignment remains in 2D.

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

- Yay, *Star Wars* fun! No technical issues viewing the cartoon.

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

1. No technical issues with the code either. Custom parameters are implemented well and in a generalized form, and the non-monotonic tweening functions are there, with two of them used in your keyframes. That's pretty much what we wanted! **+**(*3a*, *3b*, *4a*)
2. One small wrinkle: in `easeInElastic`, you have some `if` statements that "redeclare" `easingChange` with the `var` keyword. Someone who knows JavaScript semantics well won't have any problem with that, but in other languages that might declare a new variable. So in the end it may be a better overall habit *not* to use `var` inside those `if` statements, knowing that `easingChange` is already declared in the beginning. That's it, really a very fine point. (*4b*)

1a — **+**

2a (max **|**) — **|**

3a (max **|**) — **|**

3b (max **|**) — **|**

4a — **+**

4b — **+**

4c — **+**

4d — **+**

4e — Excellent frequency, and you worked nice and steadily from after the sprite assignment. Lots of "WIP" messages though—surely you can supply better specifics. (**|**)

4f — Submitted 11 seconds late. (**/**) (Hah just kidding—OK, fine, I won't let 11 seconds spoil the **+**)