Assignment 0428b 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.

Outcome *2d* is based on your presence at the April 29 class section on clipping and hidden surface removal, as documented by the picture(s) taken on that day.

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Notes while running (high-priority notes are marked with ***): Please refer to 0428a feedback for this; both lighting and interaction were examined during the same runtime session.

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

1. Interaction is a different story, albeit rudimentary (maybe because the lighting issues gobbled up your time). This does hit the minimum requirement of the assignment, but just the minimum. A lot of hidden potential here if only there were a *little* bit more time.

2. Animation could be improved, as noted previously. Rotation about the *y*-axis just isn't a good fit for an ice cream cone with perfectly spherical scoops!

3. Lots of ideas that would have taken relatively little time—big bang for the buck: Multiple scoops, maybe asymmetrically arranged so the rotation works better; choosing "flavors" (colors); sprinkles (so you can use the other shapes). Etc. etc.

1c — **+**

2a — **+**

2d — **|** …Late for [initial] class picture.

3a — **|** …*cubes and diamonds and icosahedrons as sprinkles…think about it…*

3b — **|** …Better animation choices with little effort. Because a symmetric object spinning about the *y*-axis isn't the most interesting kind of spin.

3d — **+** …For the *interaction*, not the lighting.

4a — **|** …The many additional ideas that were *that close.*

4b — **+**

4c — **+**

4d — **+**

4e — **+**

4f — **+**