CMSI 371-01
COMPUTER GRAPHICS
Spring 2014

Assignment 0318 Feedback

For outcome *3d*, this assignment only covers a subset of the full graphics library that is expected to come out of this class, so it has a maximum proficiency of | for now. Similarly, this assignment applies only to the vertex shader aspect of *3e*, so that outcome also has a maximum proficiency of | until a future assignment expands that to include the fragment shader as well.

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1b — Your cube, octagon cone, and sphere implementations show that you understand well how to build polygon meshes. The sphere parameterization is particularly appreciated. (+)

1c — You have the *start* of a scene plus the start of some shape group functionality, but really just that. Definitely more to do in this area. (/)

3d — At this stage your library covers just geometric primitives, and in that area you have started well. (|)

3e — You've got the rudimentary shaders working well with your scene so far. (|)

4a — In terms of functionality, you hit most of the beats of this assignment except for shape groups. That is the big drag on your proficiency. (/)

4b — Separation of concerns was primarily established by the sample code, but you at least have not broken this in any way. (+)

4c — Your code is quite clear, with barely a faux pas in its formatting. (+)

4d — You generally did well using and finding available information for figuring out your shapes but fell short a bit with shape groups. (|)

4e — Commit frequency and messages are appropriate for work done to this point. (+)

4f — Submitted on time, but shape groups are buggy. (+)

Updated feedback based on commits up to 5/10/2014; only re-evaluated outcomes are included:

1c — Shape group functionality is almost complete except for one last glitch. Your scene happens to not expose the bug, but it's there. (|)

4a — Aforementioned bug above. No proficiency improvement here because it's a raw programming error, whether you are doing shape groups or any other recursive routine. (/)

4d — Very close, but not yet totally there, with shape groups. (|)