CMSI 371-01
COMPUTER GRAPHICS
Spring 2014

Assignment 0403 Feedback

With the inclusion of 3D transforms, outcome *2a* expands to a maximum proficiency of **+**. Outcomes *3d* and *3e* remain at a maximum of **|** because full coverage has not been reached yet in either outcome.

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2a — I think it's fair to say you've gotten a handle on transforms, both 2D and 3D. (**+**)

2b — You have successfully implemented 3D projection. (**+**)

3d — At this point I also know that you got `lookAt` done, but in-keeping with the scope of this assignment we'll just say "good job, keep it up"—knowing that all will be well in the end **:)** (**|**)

3e — No problems with adding instance transformations to your shader. (**|**)

4a — No technical issues seen with the code—works as you intend, with a robust suite of unit tests for your matrix library. (**+**)

4b — The code is structured well, with decent separation of concerns. One exception is that you unnecessarily create multiple sphere meshes—you do realize that you only need one, right? Given how many spheres you create, than can actually speed things up appreciably. (**|**)

4c — Code is mostly formatted well except somewhere, lurking in your matrix code…the **T** word. I don't even want to say it anymore… (**/**)

4d — Good job lining up the needed information to get your matrix library up and running. (**+**)

4e — Commit frequency and messages are appropriate to the work done. (**+**)

4f — Submitted on time, with incremental improvements on-going. (**+**)