

CMSI 371-01
COMPUTER GRAPHICS
Spring 2014

Assignment 0218 Feedback

This assignment applies only to the 2D aspects of 2a and 3a, so those outcomes have a maximum proficiency of | until a future assignment expands those to include 3D.

William R. Husted

whusted / willyhusted@comcast.net

1a — You certainly continue to demonstrate your ability to represent visual information with pixels and geometric primitives here. (+)

2a — No problems with 2D transforms—keep it up in the next dimension and you’ll be fine. (|)

3a — 2D animation handled, with custom tweening of color and an in-object scale (“bob” level)—no problems here, just maintain this quality when we get some depth. (|)

4a — You implemented all of the requested functionality, and implemented them correctly. (+)

4b — You separated concerns well, particularly the way your sprite code is used by your keyframe code. (+)

4c — Code is decently readable; I had no problems seeing what was going on, but you do have occasional spacing inconsistencies. Keep an eye on those, or better yet, get your editor to do more formatting work for you (with the right formatting style of course). (+)

4d — The quality of your work speaks well of your ability to use available resources and documentation. (+)

4e — Commit frequency and messages are appropriate for the amount of work done—but it looks like all of it was done in a single day! I guess this can’t be helped with student schedules and all that...but suffice it to say that this was noticed. **O_o** (+)

4f — Submitted on time. (+)