CMSI 371-01
COMPUTER GRAPHICS
Spring 2014

Assignment 0415 Feedback

Proficiencies of **+** can now be applied to all outcomes in this assignment.

William R. Husted *whusted / willyhusted@comcast.net*

1c — Scene done! Some nice creative ideas in there. (**+**)

2a — Transform mastery achieved! (**+**)

2b — Projection is there and visually working, but a numeric glitch remains in the way you call it that just happens to not be obvious because of your scene's composition. (**|**)

2c — Specular lighting implementation looks great. (**+**)

3a — Interaction and animation also look great. (**+**)

3d — Your library is pretty much done, including `lookAt` unit tests. (**+**)

3e — You've taken your shaders as far as this course has intended. (**+**)

4a — Things work overall but can use more finesse. Points of improvement include the mouse-to-light-position algorithm and, relatively minor, the glitch with your projection matrix. Also you have an implementation choice to do things not as a scale but as a viewing volume and camera adjustment. I think, conceptually, the latter matches the intended effect better. (**|**)

4b — Separation of concerns has one main points of improvement: Lots of [unnecessary] duplicate vertex generation there, ripe for tightening up. (**|**)

4c — Nice looking code, other than the occasional place where I would have preferred a space. Scan the diffs for them spacing riffs. (**+**)

4d — Good job rounding up the needed information to finish up this scene. (**+**)

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

4f — Camera matrix submitted 2 days after the due date; everything else followed after. (**/**)