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. (**+**)