CMGT Personal Portfolio Peer Review

For every personal portfolio module, you need to collect a peer review from at least one of your fellow students.

Wondering what a peer review is?
Look at the Personal Project Research module from year 1.

How to start?

- Provide your peer review buddy with your approved learning outcome document, as uploaded on Blackboard during the first phase of every Personal Portfolio module.
- Provide your peer review buddy with your personal critical reflection.
- Let your peer use this document for the peer review.

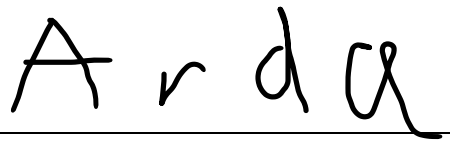
Student information

Name	Yannek Zessin
Class	ECM2V.Ec
Personal Portfolio	3

Learning outcome(s) (max 4.)

1	As an engineer, I want to learn how to make 3d Voronoi noise, so that I can generate more interesting patterns when generating content.
2	As an engineer, I want to learn how to cut meshes, so that the players can have more realistic and fun worlds.
3	As an engineer, I want to learn how to make Delaunay tetrahedralization so that I can make more interesting patterns when cutting meshes.
4	

Name of peer review buddy

Name	Arda Celebci
Class	ECM2V.Ec
Date of review	24-4-2024
Signature	

Instructions for the peer review student.

- Before you start, please:
  - Read the learning outcome document of the student for who you're providing the peer review.
  - Take a good look at the portfolio (item) your reviewing.
  - Read the personal critical reflection of the student for who you're providing the peer review.
- We expect that you need approximately 60 minutes to complete the peer review.

Help each other, sit down with your peer and review each other's work!

The peer review is intended to help your peer improve on their work process, skills and attitude for future projects and work. Be honest and use constructive criticism! Your feedback does not influence the grade of your peers submitted work.

Only by acknowledging shortcomings are your peers able to grow professionally!

Connection between learning outcome(s) and professional portfolio.

1. Is the connection between the learning outcome(s) and the professional portfolio (items) clear to you? Explain your answer (50-100 words).

Yes, the connection is clear, all of the three learning outcomes are represented in the final portfolio item. The only thing that isn't completely right is that he didn't manage to make the 3rd outcome in 3D. You can clearly see the 3d Voronoi noise that he voxelated so that covers the 1st outcome. And he also cuts a plane into a random pattern, so he also completed the 2nd outcome.

2. Describe in one sentence, what is your first impression of the submitted portfolio item?

A solid base for implementing Delaunay tetrahedralization.

Quality of the professional portfolio (items)

3. To which extent do you think the student reached his/her learning outcome(s)? Motivate your answer based on the submitted portfolio (items) (50-100 words).

I think Yannek fully reached the first two learning outcomes. For the first one he was able to make a voxelated version of 3d Voronoi noise so that he can display how it looks more easily. He also shows his ability to cut meshes with the Delaunay triangulation. He shows that he knows how to make Delaunay triangulation but wasn't able to implement Delaunay tetrahedralization so this learning outcome can still be improved.

4. Based on your current professional perspective, what is good about the submitted professional portfolio items (50-100 words)?

If in the future he wants to make procedural clouds he could make those if he had a ray marcher using the 3d Voronoi noise. Procedural destruction can make a world way more realistic so even what he has now can be used for procedural glass destruction.

5. Based on your current professional perspective, where do you see room for improvements for submitted professional portfolio items (50-100 words)?

I would suggest finishing the Delaunay tetrahedralization. I would also maybe try to add support for shapes that aren't cubes once you are done with the tetrahedralization. The performance can also be optimized. And once he is finished he can maybe publish it on itch.io or make a YouTube video about it.

6. Based on the submitted personal critical reflection, which advice (tips) do you have for your fellow student in regard to reflecting (50-100 words)? *(think of: time spend, reached learning goals, critical on their own work, professional skills, attitude, work ethos, etc.)*

For the next time I think it would be better if he picked something that is a bit easier. This is because he wasn't able to finish this even though he spent more than 84 hours on this. I also advice him to watch out with over scoping as it can be detrimental to a project.