CS5243 Assignment #1 Comments

I was looking for the following items:
- Load more than 1 object into your scene
- Correct calculation of aabb (just need two 3D vertices to record it)
- Correct ways to display aabb and toggle it on and off
- Clear code – good to keep new codes in files separated from the rest of the old (other people’s) codes.
- For the extra credit, you need other file formats (such as md2 etc.)

715
- The line strip mode for the robot is a bit strange – there are lines outside the robot
- The texture of the face appears on the robot – this is probably some bugs that you forgot to handle
- Did the bonus part of the work – but does not support AABB here??
- AABB calculation is not general – does not work for .3DS object with –ve coordinate
- The code seems to support many objects but only 1 is considered here.

237
- Problem with compiling your codes to run – have referred to your previous submission to check the output.
- AABB is to be computed for EACH object rather than for ALL objects together.
- Simple implementation of sky / terrain is included here (assignment #3)

332
- Simple command line execution
- Showing aabb all the time – cannot turn off
- Only 1 object though the assignment requested for a few objects.

125
- Show 3 objects; quite comprehensive environment
- Show aabb all the time – cannot turn off
- Comprehensive report – this is good but can be shortened a bit.

174
- Problem with the display of the F15 – the shading does not look right
- Did not implement aabb
- Will grade the frustum / camera stuff later

569
- Did not grade the quaternion part
- Can load a scene – but the objects do not show up clearly (partly because the rotation stuff is not working and cannot be checked at this point).
- Some problem with continuous mouse movement to move the object further (or nearer) – at some points the direction of the motion is changed.
- The lighting on the bounding box is also very strange – at some point it is darker than at some other point.
- AABB calculation is not general – does not work for object with negative coordinate
- Not grading the frustum code till subsequent assignment

- Details report
  - The rotation of coyote is different from the rest
  - The object is not properly position upon reading in
  - The reading process is kind of slow
  - Why keep setting yellow color to each vertex of the bounding box?

- In calculating aabb, it is not a good way to re-set the value when hitting 0.0 as this will not handle object with vertices at the origin.
- Codes seem quite well structure, and loaded two objects.

- MINVAL and MAXVAL seem rather “small”
  - Loaded a few objects as needed.
  - Included colors for all objects – unlike those I have gone through so far.

- Your code seems to have lots of problem.
  - The objects read are not shown properly (with the correct shading)

- Koh
  - Very comprehensive work with animated characters.
  - The updating of frame rate is too slow – once there is some kind of state changes, you should update the frame rate (for example, when there is a toggle of using and not using the vertex array)

- The shading of the castle looks strange
  - Loaded a number of objects
- Your codes do not run well for full-screen – it behaves strangely on my computer
- The loading is rather slow
- In doing display, we generally do not do scaling vertex by vertex – we just need to specify OpenGL scaling with the right parameter and the rest is taken care by OpenGL.
- Cannot see much of the object from front.

- Loading of the spacecraft has some problem – shading.
- Should try to use vectors / arrays in your programming
- I was expecting the animation part to be together in one program

- FPS can be refreshed at a slower rate (it is flickering most of the time)
- Cater to many file formats + animations
- Work with alpha blending
- Many types of objects in the scenes

- The shading has some problem
- The bounding box also not shaded consistently.

- Comprehensive scene
- Problem with the update in the frame per second immediately after choosing an option for rendering (the FPS is very “low”)

- 2 objects loaded with correct shading.
- Not ease in turning/rotating the objects

- Your program somehow interferes with the cursor – cursor is no longer very visible in your screen
- The style of presentation is not good – you should forget about lab 0 – just present lab 1 and lab 2.
- You only need two 3D points to record the aabb – instead of 8.

- minX, minY, maxX, maxY, minZ, maxZ set to 0.0 is not the general way (same mistake in many other submissions)
- your rotation is difficult to control
- you have problem in controlling the object drawn within an AABB – it is jumping around in an unpredictable fashion.