35		HW 0119	HW 0204	HW 0225	HW 0308	HW 0329a	HW 0329b	HW 0428a	HW 0428b	So Far	To	tal
1	Represent, model, and create visual information digitally.										+	
la	in terms of pixels and geometric primitives.										- 1	
lb	in terms of polygon meshes: vertices, edges, and faces.										,	
lc	as a composition of multiple discrete objects (scenes).										,	
2	Manipulate and display visual information in 2D and 3D.										_	
2a	Apply transforms to 2D and 3D objects.										O	
2b	Project 3D objects onto a 2D viewport.											
2c	Perform color and light computations.											
2d	Be familiar with established algorithms such as clipping and hidden surface removal (HSR).											
3	Use and develop computer graphics APIs in both 2D and 3D.											
3a	Develop a library of 2D and 3D objects.											
3b	Animate scenes in 2D and 3D.											
Вс	Perform bit-level color manipulation.											
3d	Render a 3D scene using programmable shaders.											
1	Follow academic and technical best practices throughout the course.											
l a	Write syntactically correct, functional code.											
1b	Use coding best practices, demonstrating principles such as DRY, proper separation of concerns, correct scoping of variables and functions, etc.											
1 c	Write code that is easily understood by programmers other than yourself.											
1d	Use available resources and documentation to find required information.	+								+		
l e	Use version control effectively.	+								+		
4f	Meet all designated deadlines.	+								+		