Seim, Ed

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Standards Development Report

		HW 0119	HW 0204	HW 0225	HW 0308	HW 0329a	HW 0329b	HW 0428a	HW 0428b	So Far
1	**Represent, model, and create visual information digitally.**									
1a	…in terms of pixels and geometric primitives.									
1b	…in terms of polygon meshes: vertices, edges, and faces.									
1c	…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.									
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.									
3c	Perform bit-level color manipulation.									
3d	Render a 3D scene using programmable shaders.									
4	**Follow academic and technical best practices throughout the course.**									
4a	Write syntactically correct, functional code.									
4b	Use coding best practices, demonstrating principles such as DRY, proper separation of concerns, correct scoping of variables and functions, etc.									
4c	Write code that is easily understood by programmers other than yourself.									
4d	Use available resources and documentation to find required information.	+								+
4e	Use version control effectively.	+	|							+
4f	Meet all designated deadlines.	+	+							+

Totals

+	3
|	0
/	0
–	0
O	0