***		HW 0119	HW 0204	HW 0225	HW 0308	HW 0329a	HW 0329b	HW 0428a	HW 0428b	So Far
	Represent, model, and create visual information digitally.									
a	in terms of pixels and geometric primitives.		+							+
b	in terms of polygon meshes: vertices, edges, and faces.									
С	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.									
Ba	Develop a library of 2D and 3D objects.									
Bb	Animate scenes in 2D and 3D.									
Bc	Perform bit-level color manipulation.									
Bd	Render a 3D scene using programmable shaders.									
ŀ	Follow academic and technical best practices throughout the course.									
la	Write syntactically correct, functional code.		+							+
lb	Use coding best practices, demonstrating principles such as DRY, proper separation of concerns, correct scoping of variables and functions, etc.		+							+
c	Write code that is easily understood by programmers other than yourself.		+							+
ld	Use available resources and documentation to find required information.	+	+							+
le	Use version control effectively.	+								+
f	Meet all designated deadlines.	+	+							+