**		HW 0119	HW 0204	HW 0225	HW 0308	HW 0329a	HW 0329b	HW 0428a	HW 0428b	So Far	То	tals
1	Represent, model, and create visual information digitally.										+	13
1a	in terms of pixels and geometric primitives.		+	+	+					+		4
1b	in terms of polygon meshes: vertices, edges, and faces.					+		+		+	/	0
1c	as a composition of multiple discrete objects (scenes).					+		+	+	+		0
2	Manipulate and display visual information in 2D and 3D.										_	
<b>2</b> a	Apply transforms to 2D and 3D objects.							- 1	/		O	0
<b>2</b> b	Project 3D objects onto a 2D viewport.						+	- 1		+		Α
2c	Perform color and light computations.							- 1				
<b>2</b> d	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.		+	ı	I	+	ı	+	+	+		
4c	Write code that is easily understood by programmers other than yourself.		+	+	+	+	+	- 1	+	+		
4d	Use available resources and documentation to find required information.	+	+	+	+	+	+	+	+	+		
4e	Use version control effectively.	+		/	+	+	+	+	+	+		
4f	Meet all designated deadlines.	+	+	+	+	+	+	+	+	+		