



Outcomes		HW 0121	HW 0130	HW 0218	HW 0311	HW 0318	So Far	Totals	
1	Represent, model, and create visual information digitally.							+	9
1a	...in terms of pixels and geometric primitives.		+	+	+		+		4
1b	...in terms of polygon meshes: vertices, edges, and faces.					+	+	/	3
1c	...as a composition of multiple discrete objects (scenes).					/	/	-	0
2	Manipulate and display visual information in 2D and 3D.							O	0
2a	Apply transforms to 2D and 3D objects.			/			/		
2b	Project 3D objects onto a 2D viewport.								
2c	Perform color and light computations.								
2d	Perform clipping and hidden surface removal (HSR).								
3	Use and develop computer graphics APIs in both 2D and 3D.								
3a	Animate scenes in 2D and 3D.			/			/		
3b	Implement 2D graphics primitives such as line segments, circles, and polygon fills.				+		+		
3c	Perform bit-level color manipulation.				+		+		
3d	Develop a library of geometric primitives, operations, and matrix transformations.								
3e	Render a 3D scene using programmable shaders.								
4	Follow academic and technical best practices throughout the course.								
4a	Write syntactically correct, functional code.		+	/	+	/			
4b	Demonstrate proper separation of concerns.		+	+		+	+		
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.	+	+		+	+	+		