



Outcomes		HW 0121	HW 0130	HW 0218	HW 0311	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	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.	+	+		+	+

Totals	
+	8
	2
/	2
-	0
O	0