



Outcomes		HW 0121	HW 0130	HW 0218	HW 0311	HW 0318	HW 0403	HW 0415	HW 0501	So Far	Totals
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.	+	+		+	+				+	

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