



Outcomes		HW 0121	HW 0130	HW 0218	HW 0311	HW 0318	HW 0403	HW 0415	HW 0501	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	
+	6
	8
/	3
-	0
O	0