



Outcomes		HW 0129	HW 0212	HW 0226	HW 0319	HW 0326	HW 0404	HW 0418	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

+	11
	6
/	0
-	0
0	0