Outcomes	HW 0129	HW 0212	HW 0226	HW 0319	HW 0326	HW 0404	HW 0418	HW 0502	HW2 *	Final
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

+	15
|	3
/	0
−	0
O	0
A	

* Cumulative re-review of code cleanup, recursion, projection, and polygon meshes.