



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

+	9
	8
/	0
-	0
0	0