Dellomes, Christopher *cjdellomes / cjdellomes@gmail.com* *Standards Development Report*

		HW 0119	HW 0204	HW 0225	HW 0308	HW 0329a	HW 0329b	HW 0428a	HW 0428b	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	Be familiar with established algorithms such as clipping and hidden surface removal (HSR).				|				+	+
3	**Use and develop computer graphics APIs in both 2D and 3D.**									
3a	Develop a library of 2D and 3D objects.		/|	|		|	|+	/	/	|
3b	Animate scenes in 2D and 3D.			|					+	+
3c	Perform bit-level color manipulation.				/					/
3d	Render a 3D scene using programmable shaders.					|	/+	/	/	|
4	**Follow academic and technical best practices throughout the course.**									
4a	Write syntactically correct, functional code.		/+	+	|	+	/+	/	|	|
4b	Use coding best practices, demonstrating principles such as DRY, proper separation of concerns, correct scoping of variables and functions, etc.		/|	|	+	|	|+	+	+	+
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
|	7
/	1
–	0
O	0
	B