Levine, Daniel M. *dannymlevine / dannymlevine@gmail.com*

		HW 0120	CL 0127	HW 0129	HW 0217	HW 0226	HWa 0326	HWb 0326	HWa 0430	HWb 0430	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

+	6
|	9
/	2
–	0
O	0