





	HW 0119	HW 0204	HW 0225	HW 0308	HW 0329a	HW 0329b	HW 0428a	HW 0428b	So Far	Totals	
1 Represent, model, and create visual information digitally.										+	16
1a ...in terms of pixels and geometric primitives.		+	+	+					+		1
1b ...in terms of polygon meshes: vertices, edges, and faces.					+				+	/	0
1c ...as a composition of multiple discrete objects (scenes).					+		+	+	+	-	0
2 Manipulate and display visual information in 2D and 3D.										O	0
2a Apply transforms to 2D and 3D objects.							+	+	+		A
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.	+	+	+	+	+	+	+	+	+		

Resubmitted but not re-evaluated: HW 0329a (not needed, makes no difference)