



| Outcomes | | HW 0129 | HW 0212 | HW 0226 | HW 0319 | HW 0326 | 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

| | |
|---|----|
| + | 10 |
| | 7 |
| / | 0 |
| - | 0 |
| 0 | 0 |
| | |