



Outcomes		HW 0129	HW 0212	HW 0226	HW 0319	HW 0326	HW 0404	HW 0418	HW 0502	Final
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

+	18
	0
/	0
-	0
O	0
A	