Barbosa, Joseph *jbarbosa1 / josephb.eshs@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).					+		/	O	/
2	**Manipulate and display visual information in 2D and 3D.**									
2a	Apply transforms to 2D and 3D objects.		/	/			×	/	O	–
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.		/	|		/	×	/	O	/
3b	Animate scenes in 2D and 3D.			/					O	–
3c	Perform bit-level color manipulation.				+					+
3d	Render a 3D scene using programmable shaders.					|	×	/	O	–
4	**Follow academic and technical best practices throughout the course.**									
4a	Write syntactically correct, functional code.		/	|	+	/	×	/	O	/
4b	Use coding best practices, demonstrating principles such as DRY, proper separation of concerns, correct scoping of variables and functions, etc.		|	/	|	/	×	+	O	/
4c	Write code that is easily understood by programmers other than yourself.		+	|	|	/	×	|	O	/
4d	Use available resources and documentation to find required information.	+	/	/	|	|	×	/	O	/
4e	Use version control effectively.	+	/	/	/	/	×	/	O	/
4f	Meet all designated deadlines.	+	+	+	|	|	×	/	O	|

Totals

+	2
|	4
/	7
–	4
O	0
	C–