





| | 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. | | | | | | | | | | + | 3 |
| 1a ...in terms of pixels and geometric primitives. | | + | | | | | | | + | | 3 |
| 1b ...in terms of polygon meshes: vertices, edges, and faces. | | | | | | | | | | / | 3 |
| 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. | | / | | | | | | | / | | |
| 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. | + | + | + | | | | | | + | | |