





	HW 0120	CL 0127	HW 0129	HW 0217	HW 0226	HWa 0326	HWb 0326	HWa 0430	HWb 0430	So Far	Totals
<b>1 Represent, model, and create visual information digitally.</b>											+ 10
<b>1a</b> ...in terms of pixels and geometric primitives.			+	+	+					+	7
<b>1b</b> ...in terms of polygon meshes: vertices, edges, and faces.						+				+	/ 0
<b>1c</b> ...as a composition of multiple discrete objects (scenes).						+		+	/		- 0
<b>2 Manipulate and display visual information in 2D and 3D.</b>											O 0
<b>2a</b> Apply transforms to 2D and 3D objects.							+		/		
<b>2b</b> Project 3D objects onto a 2D viewport.							/				
<b>2c</b> Perform color and light computations.											
<b>2d</b> Be familiar with established algorithms such as clipping and hidden surface removal (HSR).		+			+				+	+	
<b>3 Use and develop computer graphics APIs in both 2D and 3D.</b>											
<b>3a</b> Develop a library of 2D and 3D objects.							+	+	+	+	
<b>3b</b> Animate scenes in 2D and 3D.									/		
<b>3c</b> Perform bit-level color manipulation.					+					+	
<b>3d</b> Render a 3D scene using programmable shaders.							+		/		
<b>4 Follow academic and technical best practices throughout the course.</b>											
<b>4a</b> Write syntactically correct, functional code.			+	+	+	+		+	/	+	
<b>4b</b> Use coding best practices, demonstrating principles such as DRY, proper separation of concerns, correct scoping of variables and functions, etc.			+		+		+		/		
<b>4c</b> Write code that is easily understood by programmers other than yourself.			+	+	+	+	+	+		+	
<b>4d</b> Use available resources and documentation to find required information.	+		+	+	+	+	+	+	/	+	
<b>4e</b> Use version control effectively.	+		+	+	+	+	+	+	+	+	
<b>4f</b> Meet all designated deadlines.	+		+	+	+	+	+	+	/	+	