9		HW 0120	CL 0127	HW 0129	HW 0217	HW 0226	HW 0319	HW 0326	HW 0416	HW 0430	So Far	То	tals
1	Represent, model, and create visual information digitally.											+	7
1a	in terms of pixels and geometric primitives.			+							+		3
1b	in terms of polygon meshes: vertices, edges, and faces.											,	0
1c	as a composition of multiple discrete objects (scenes).											_	0
2	Manipulate and display visual information in 2D and 3D.											_	
2a	Apply transforms to 2D and 3D objects.										T	O	0
2b	Project 3D objects onto a 2D viewport.												
2c	Perform color and light computations.												
2 d	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.										П	•	
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.	+		+							+		