





	HW 0120	CL 0127	HW 0129	HW 0217	HW 0226	HWa 0326	HWb 0326	HWa 0430	HWb 0430	So Far	Totals	
1 Represent, model, and create visual information digitally.											+	11
1a ...in terms of pixels and geometric primitives.			+	+	+					+		6
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.											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.	+		+	+	+	+	+	+	/	+		