



Outcomes	HW 0129	HW 0212	HW 0226	HW 0319	HW 0326	HW 0404	HW 0418	HW 0502	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	o		o
2 Manipulate and display visual information in 2D and 3D.									
2a Apply transforms to 2D and 3D objects.						o	o		o
2b Project 3D objects onto a 2D viewport.						o			o
2c Perform color and light computations.			/					o	o
2d Perform clipping and hidden surface removal (HSR).								+	+
3 Use and develop computer graphics APIs in both 2D and 3D.									
3a Animate scenes in 2D and 3D.						o	o		o
3b Implement 2D graphics primitives such as line segments, circles, and polygon fills.			/						/
3c Perform bit-level color manipulation.			+						+
3d Develop a library of geometric primitives, operations, and matrix transformations.				/		o			o
3e Render a 3D scene using programmable shaders.						o	o	o	o
4 Follow academic and technical best practices throughout the course.									
4a Write syntactically correct, functional code.		/	/	-	+	o	o	o	o
4b Demonstrate proper separation of concerns.		+	/	+	+	o	o	o	o
4c Write code that is easily understood by programmers other than yourself.		+	/		+	o	o	o	o
4d Use available resources and documentation to find required information.	+	+	/	/	+	o	o	o	o
4e Use version control effectively.		+	/			o	o	o	o
4f Meet all designated deadlines.	+	+		/		-	-	-	/

Totals

+	2
	1
/	3
-	0
o	12

I know that some additional work has been done on your 3D scene over assorted functionalities, but they all generally look unfinished so I will leave those for now until I get a signal that these are completed.