



Outcomes		HW 0129	HW 0212	HW 0226	HW 0319	HW 0326	HW 0404	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
2	Manipulate and display visual information in 2D and 3D.							
2a	Apply transforms to 2D and 3D objects.						o	o
2b	Project 3D objects onto a 2D viewport.						o	o
2c	Perform color and light computations.			/				/
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
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
4	Follow academic and technical best practices throughout the course.							
4a	Write syntactically correct, functional code.		/	/	-	+	o	o
4b	Demonstrate proper separation of concerns.		+	/	+	+	o	o
4c	Write code that is easily understood by programmers other than yourself.		+	/		+	o	o
4d	Use available resources and documentation to find required information.	+	+	/	/	+	o	o
4e	Use version control effectively.		+	/			o	o
4f	Meet all designated deadlines.	+	+		/		-	

Totals

+	1
	2
/	3
-	0
o	11