Outcomes	HW 0129	HW 0212	HW 0226	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).				
2 Manipulate and display visual information in 2D and 3D.				
2a Apply transforms to 2D and 3D objects.		|		|
2b Project 3D objects onto a 2D viewport.				
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.		|		|
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.				
3e Render a 3D scene using programmable shaders.				
4 Follow academic and technical best practices throughout the course.				
4a Write syntactically correct, functional code.	|	/	/	/
4b Demonstrate proper separation of concerns.	|	+	/	|
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.	+	+	|	+

Totals

+	3
|	6
/	3
−	0
O	0