



Outcomes		HW 0126	HW 0209	HW2 0209	HW 0306	HW2 0306	Q 0313	HW 0315	HW 0410	HW 0426	Final
1	Know how visual information is modeled and represented digitally.										
1a	Understand how computer graphics is represented at the bit level.				O						O
1b	Understand how computer graphics is represented geometrically.	+									+
1c	Understand how computer graphics is represented within a graphics library.	+	+								+
1d	Know what constructive solid geometry is and how it is implemented.										
1e	Know what polygon meshes are and how they are implemented.										
2	Understand how visual information is computed and manipulated in 2D and 3D.										
2a	Be familiar with animation concepts and fundamentals.		/	+							+
2b	Know the parts of a computer graphics system.				O			O			O
2c	Know the phases and flow of a computer graphics pipeline.						/	O			/
2d	Understand graphics entities and transformations, and how they are modeled using points, vectors, and matrices.						/	O			/
2e	Understand how viewing and projection matrices are derived and used.										
2f	Be familiar with the concept of clipping and clipping algorithms.										
2g	Be familiar with the concept of hidden surface removal (HSR) and HSR algorithms.										
2h	Understand how light and color are modeled and approximated.										
3	Be able to use and develop computer graphics APIs in both 2D and 3D.										
3a	Implement 2D graphics primitives such as line segments, circles, and polygon fills.				O						O
3b	Perform bit-level color manipulation.				O						O
3c	Implement a vector and matrix library.							O			O
3d	Implement transforms, projections, and camera functions.							O			O
3e	Implement a 3D graphics pipeline using programmable shaders.							O			O
4	Follow academic and technical best practices throughout the course.										
4a	Write syntactically correct, functional code.		/	+	O			O			/
4b	Provide clear, appropriate inline documentation (i.e., comments).		O	/	O			O			/

Totals

+	3
	0
/	8
-	0
O	7
I	

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4c	Write code that is properly indented and spaced for human readability.				O			O			/
4d	Use available resources and documentation to find any required technical or developer information.	+	/	+	O			O			/
4e	Commit to version control early and often, accompanying committed changes with informative messages.	+			O			O			/
4f	Meet all designated deadlines.		+		-			-	-		/

Log of prior updates

In-progress work noted: saw some fixes for 0209, but caught some leftover merge data; also saw beginnings of work for 0306, but will wait until it is complete.

Update 4/12: Revisited above submissions, but things still seemed to premature to do full updates. Note how columns are ready for them though!