



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.				○						
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.				○	+		/	/		/
2c	Know the phases and flow of a computer graphics pipeline.						/	/	/		/
2d	Understand graphics entities and transformations, and how they are modeled using points, vectors, and matrices.						/	/	-		/
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.				○	/					/
3b	Perform bit-level color manipulation.				○	+					+
3c	Implement a vector and matrix library.							/	/		/
3d	Implement transforms, projections, and camera functions.							/	/		/
3e	Implement a 3D graphics pipeline using programmable shaders.							/	-	○	○
4	Follow academic and technical best practices throughout the course.										
4a	Write syntactically correct, functional code.		/	+	○	/		/	/	○	○
4b	Provide clear, appropriate inline documentation (i.e., comments).		○	/	○	/		/		○	○

Totals

+	4
	1
/	8
-	0
○	11
I	1

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4c	Write code that is properly indented and spaced for human readability.				○			/	/	○	○
4d	Use available resources and documentation to find any required technical or developer information.	+	/	+	○			/	/	○	○
4e	Commit to version control early and often, accompanying committed changes with informative messages.	+			○	/		+	+	○	○
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 4/12/2013: Revisited above submissions, but things still seemed too premature to do full updates. Note how columns are ready for them though!

Update 4/19/2014: All missing work has been submitted; HW 0306 to 0410 have been re-evaluated, leaving HW 0426. A final grade can be determined after that last assignment has been seen.