



Outcomes		HW 0126	HW 0209	HW2 0209	HW 0306	HW2 0306	Q 0313	HW 0315	HW 0410	HW 0426	Final	Totals
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.											Totals
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.											Totals
4a	Write syntactically correct, functional code.		/	+	○	/		/	○	○	○	
4b	Provide clear, appropriate inline documentation (i.e., comments).		○	/	○	/		/	○	○	○	

Totals

+	4
	1
/	2
-	0
○	17
	1

Outcomes		HW 0126	HW 0209	HW2 0209	HW 0306	HW2 0306	Q 0313	HW 0315	HW 0410	HW 0426	Final
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 and 0315 have been re-evaluated, leaving HW 0410 to 0426. A final grade can be determined after those assignments have been seen.