Pham, Misa *misaqpham / misaqpham* *Standards Development Report*

		HW 0119	HW 0204	HW 0225	HW 0308	HW 0329a	HW 0329b	HW 0428a	HW 0428b	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	Be familiar with established algorithms such as clipping and hidden surface removal (HSR).									
3	**Use and develop computer graphics APIs in both 2D and 3D.**									
3a	Develop a library of 2D and 3D objects.		|							|
3b	Animate scenes in 2D and 3D.									
3c	Perform bit-level color manipulation.									
3d	Render a 3D scene using programmable shaders.									
4	**Follow academic and technical best practices throughout the course.**									
4a	Write syntactically correct, functional code.		|							|
4b	Use coding best practices, demonstrating principles such as DRY, proper separation of concerns, correct scoping of variables and functions, etc.		+							+
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
|	4
/	2
–	0
O	0