		HW 0119	HW 0204	HW 0225	HW 0308	HW 0329a	HW 0329b	HW 0428a	HW 0428b	So Far	То	tals
1	Represent, model, and create visual information digitally.										+	10
1a	in terms of pixels and geometric primitives.		+	+	+					+		7
1b	in terms of polygon meshes: vertices, edges, and faces.							- 1			/	0
1c	as a composition of multiple discrete objects (scenes).					+		+	+	+		0
2	Manipulate and display visual information in 2D and 3D.											
2 a	Apply transforms to 2D and 3D objects.		/					+	+		О	0
2 b	Project 3D objects onto a 2D viewport.						/	+				A –
2c	Perform color and light computations.							+		+		
2 d	Be familiar with established algorithms such as clipping and hidden surface removal (HSR).				I				+	+		
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.		+	+	I	+	+	ı	I	+		
4c	Write code that is easily understood by programmers other than yourself.		/	+	+	+	+	- 1	+	+		
4d	Use available resources and documentation to find required information.	/	+	+	+	+		+	+	+		
4e	Use version control effectively.	+		+	+	+	+	+	+	+		
4f	Meet all designated deadlines.	/	+	+	+	+	+	+	+	+		