





	HW 0119	HW 0204	HW 0225	HW 0308	HW 0329a	HW 0329b	HW 0428a	HW 0428b	So Far	Totals	
<b>1 Represent, model, and create visual information digitally.</b>										+	4
<b>1a</b> ...in terms of pixels and geometric primitives.		+							+		3
<b>1b</b> ...in terms of polygon meshes: vertices, edges, and faces.										/	2
<b>1c</b> ...as a composition of multiple discrete objects (scenes).										-	0
<b>2 Manipulate and display visual information in 2D and 3D.</b>										O	0
<b>2a</b> Apply transforms to 2D and 3D objects.		/							/		
<b>2b</b> Project 3D objects onto a 2D viewport.											
<b>2c</b> Perform color and light computations.											
<b>2d</b> Be familiar with established algorithms such as clipping and hidden surface removal (HSR).											
<b>3 Use and develop computer graphics APIs in both 2D and 3D.</b>											
<b>3a</b> Develop a library of 2D and 3D objects.											
<b>3b</b> Animate scenes in 2D and 3D.											
<b>3c</b> Perform bit-level color manipulation.											
<b>3d</b> Render a 3D scene using programmable shaders.											
<b>4 Follow academic and technical best practices throughout the course.</b>											
<b>4a</b> Write syntactically correct, functional code.											
<b>4b</b> Use coding best practices, demonstrating principles such as DRY, proper separation of concerns, correct scoping of variables and functions, etc.		+							+		
<b>4c</b> Write code that is easily understood by programmers other than yourself.		/							/		
<b>4d</b> Use available resources and documentation to find required information.	/	+									
<b>4e</b> Use version control effectively.	+		+	+					+		
<b>4f</b> Meet all designated deadlines.	/	+	+	+					+		