



Outcomes	HW 0129	HW 0212	HW 0226	HW 0319	HW 0326	HW 0404	HW 0418	So Far
<b>1 Represent, model, and create visual information digitally.</b>								
<b>1a</b> ...in terms of pixels and geometric primitives.		+						
<b>1b</b> ...in terms of polygon meshes: vertices, edges, and faces.								
<b>1c</b> ...as a composition of multiple discrete objects (scenes).				/		/	/	/
<b>2 Manipulate and display visual information in 2D and 3D.</b>								
<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> Perform clipping and hidden surface removal (HSR).								
<b>3 Use and develop computer graphics APIs in both 2D and 3D.</b>								
<b>3a</b> Animate scenes in 2D and 3D.						/	+	+
<b>3b</b> Implement 2D graphics primitives such as line segments, circles, and polygon fills.								
<b>3c</b> Perform bit-level color manipulation.								
<b>3d</b> Develop a library of geometric primitives, operations, and matrix transformations.				/		+		+
<b>3e</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> Demonstrate proper separation of concerns.		/		+	+	+	/	
<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.	+		+	+	+		+	+

## Totals

+	7
	8
/	2
-	0
0	0

Spotted possible IOU for HW 0226. But do notify me when this is truly done.