Outcomes	HW 0129	HW 0212	HW2 0212	HW 0226	HW2 0226	HW 0319	HW 0326	HW 0404	HW 0418	HW 0502	HW2 pipe	Final
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 Perform clipping and hidden surface removal (HSR).									+			+
3 Use and develop computer graphics APIs in both 2D and 3D.												
3a Animate scenes in 2D and 3D.		|						/	+			+
3b Implement 2D graphics primitives such as line segments, circles, and polygon fills.				|	|							|
3c Perform bit-level color manipulation.				|	|							|
3d Develop a library of geometric primitives, operations, and matrix transformations.						/	|	+				+
3e Render a 3D scene using programmable shaders.							|	|	/	|	+	+
4 Follow academic and technical best practices throughout the course.												
4a Write syntactically correct, functional code.	|	|	|	|	|	/	+	/	|	/	|	|
4b Demonstrate proper separation of concerns.	|	/	|	|	+	+	+	+	/	/	|	|
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

+	10
|	8
/	0
−	0
O	0
B+	

The "HW2 pipe" column represents the cumulative re-evaluation of your resubmissions for HW 0319, 0326, 0404, 0418, and 0502. It made more sense to evaluate them collectively because they all affect the same code.