Outcomes	HW 0129	HW 0212	HW 0226	HW 0319	HW 0326	HW 0404	HW 0418	HW 0502	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.			|					O	O
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.				|	|	|	|	O	O
4 Follow academic and technical best practices throughout the course.									
4a Write syntactically correct, functional code.	+	+	+	|	+	|	+	O	+
4b Demonstrate proper separation of concerns.	+	|	|	+	+	+	+	O	+
4c Write code that is easily understood by programmers other than yourself.	+	+	|	+	|	+	+	O	+
4d Use available resources and documentation to find required information.	+	+	+	+	+	+	+	O	+
4e Use version control effectively.	+	+	+	+	|	+	+	O	+
4f Meet all designated deadlines.	+	|	+	+	+	+	+	−	+

Totals

+	14
|	2
/	0
−	0
O	2

Your fixes to your matrix library unit tests have been noted and are reflected in an updated proficiency for *3d*.