	Outcomes	HW 0129	HW 0212	HW 0226	HW 0319	HW 0326	HW 0404	HW 0418	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).				/		O	|	O
2	**Manipulate and display visual information in 2D and 3D.**								
2a	Apply transforms to 2D and 3D objects.		|			/	O	|	O
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.		|				O	|	O
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.				/	/	O		O
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	|	O
4b	Demonstrate proper separation of concerns.	|	/	+	+	+	O	+	O
4c	Write code that is easily understood by programmers other than yourself.	/	+	/	/	|	O	+	O
4d	Use available resources and documentation to find required information.	+	+	/	/	|	O	+	O
4e	Use version control effectively.	|	+	+	/	|	O	|	O
4f	Meet all designated deadlines.	+	+	|	/	|	–	/	/

Totals

+	1
|	1
/	5
–	0
O	10

Based on your latest code, a re-review of HW 0326 and 0404 are called for. I will get around to that next.