



Outcomes		HW 0129	HW 0212	HW 0226	So Far
<b>1</b>	<b>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</b>	<b>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</b>	<b>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</b>	<b>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

+	4
	6
/	2
-	0
O	0