Outcomes	HW 0129	HW 0212	HW 0226	HW 0319	HW 0326	HW 0404	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

IOU, possibly, a re-review of HW 0326. Let me know if you are done working on that. Same for HW 0319. I know you are working on these but will wait for you to declare them done.