

		HW 0119	HW 0204	HW 0225	HW 0308	HW 0329a	HW 0329b	HW 0428a	HW 0428b	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>	Be familiar with established algorithms such as 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>	Develop a library of 2D and 3D objects.						+		+			
<b>3b</b>	Animate scenes in 2D and 3D.								+	+		
<b>3c</b>	Perform bit-level color manipulation.				+					+		
<b>3d</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>	Use coding best practices, demonstrating principles such as DRY, proper separation of concerns, correct scoping of variables and functions, etc.			+	+	+	+	+		+		
<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

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