	Outcomes	HW 0121	HW 0130	HW 0218	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.				
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.				
4	**Follow academic and technical best practices throughout the course.**				
4a	Write syntactically correct, functional code.		+	|	+
4b	Demonstrate proper separation of concerns.		+	|	+
4c	Write code that is easily understood by programmers other than yourself.		+	|	+
4d	Use available resources and documentation to find required information.	+	+	+	+
4e	Use version control effectively.	+	|	|	|
4f	Meet all designated deadlines.	+	+	+	+

Totals

+	6
|	2
/	1
−	0
O	0