



Outcomes		HW 0121	HW 0130	HW 0218	HW 0311	HW 0318	HW 0403	HW 0415	HW 0501	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

+	4
	6
/	5
-	3
0	0