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

+	3
|	8
/	5
–	1
O	0