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Project Reflection

For my 3D scene I picked a few objects on my desk. When selecting them I tried to pick two simpler items and two more complex shaped items. My two simpler more primitive shaped items were a rectangular cassette box and a mousepad. The two slightly more complex items were a bottle of body spray and a box of knitting needles. I think I picked my objects pretty well but I did not include enough primitive shapes so I should have searched for possibly a different shape than the box of knitting needles as it combined two that I was already using with the cassette and mousepad. I unfortunately don’t have a terribly large range of non rectangular things at my desk that are not so organically shaped that I could use a pyramid, torus, or sphere to make them though.

A user can use the mouse to look around and the WASD keys to traverse the camera around my scene. The Q and E keys also can be used to control upward and downward movement. I ended up having to use the OpenGLSample as the basis for my project as I had trouble with my previous milestone progress after attempting to add lighting to it. In the future I would try to ask for help earlier as then maybe my work from previous milestones would have been a bit more salvageable.

I think I definitely misunderstood how to make my code modular. I kind of assume we were supposed to make our objects in another file and then import them into this one where we could rotate and place them in our scene. I got a little lost so my objects ended up laying on the Y axis. I am certain that it is possible to rotate these objects but I tried several different ways and ended up giving up after numerous tries to lay them down and just leaving them all standing up. I think this is again back to my problem of having pretty much everything inside my one cpp file.