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CS-330

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**Final Project**

The original scene that I chose was a couch in a room, but to add more to the scene, I added a few things to it. The centerpiece of the scene is the couch, so I recreated that through boxes for the base of the couch and the individual cushions, and I used cylinders for the four legs. The couch cushions were textured with a dark gray colored fabric while the wall and floor were textured with gray wood and gray concert. In order to add more objects to the scene, I created two side tables with unique legs to add more design elements to the scene.

These two tables were placed on either side of the couch for symmetry with the rest of the scene and were made from boxes of different sizes. While the color scheme of the scene is gray, to add some color, the two lamps on the side tables were colored to be blue to stand out since they were the two sources of light in the scene. The legs of the tables were colored to match the base of the couch, while the tops were textured with gray wood. Originally, the tables were going to be a brown, but to keep with the theme of the scene, they were changed to be white and gray.

I was still unable to figure out how to use the mouse wheel to change the speed of the camera or create a change between perspective and orthographic views. However, several other keyboard and mouse controls were implemented. Using the W, A, S, and D keys allows the user to control the camera movements. Using the Q and E keys allows the user to move the camera up and down. Moving the mouse allows the user to rotate the camera.

To keep the code organized, I continually used comments throughout the program. I would ensure that the shapes used for each object were grouped together for ease of editing, such as the lamp and table shapes. With each shape created and each object grouped, the comment at the beginning of the section of code would be descriptive enough to locate the object within the scene easily. This helped to remove any possible confusion when having to go back to change details about the objects. Throughout the code, any related lines of code were grouped and separated by either spaces or comments to further reduce confusion and to ease navigation of the program.