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For my 3D scene, I chose objects like a bowl, salon cubes, chopsticks, a slice of lemon, and a table because they allowed me to explore modeling everyday items with different geometries. The bowl, with its smooth, curved surface, offered the opportunity to focus on creating symmetrical and organic shapes. The chopsticks, on the other hand, provided a challenge in modeling long, slender objects with precise dimensions. Incorporating the slice of lemon added a natural element, requiring careful attention to detail in its texture and translucent qualities, which allowed me to experiment with material properties and lighting effects.

Salmon cubes, being more abstract geometric forms, served as a contrast to the natural and everyday items, adding visual interest and complexity. These cubes required precise modeling and alignment, helping balance the scene with more structured forms. They also allowed me to explore how different lighting conditions, such as ambient and specular light, interact with angular surfaces. The table served as a central anchor for the composition, providing a foundational surface where the other objects could be arranged. It not only made the scene feel grounded but also offered a large, flat plane to experiment with shadow casting and reflections from the objects placed on it.

Together, these objects created a balanced mix of simple and complex shapes, allowing me to experiment with a wide range of modeling techniques, textures, and lighting while ensuring the scene remained cohesive and accessible to the user. This selection also helped me refine how different objects interact spatially, contributing to the overall composition and usability of the 3D scene.

A user can navigate my 3D scene utilizing W, A, S, D keys to zoom in, zoom out, and perform pan motions. The Q and E keys are used to control upward and downward movement. The mouse cursor can be used to change the orientation of the camera so it can look up and down as well as left and right. Finally, mouse scroll can be used to adjust the speed of movement or the speed at which the camera travels around the scene.

In terms of modularity and organization, I used the rendering function to handle making the code cleaner and allow for easy editing and identification. This reusable function made the code easier to manage and expand, as they break down complex actions into simpler, more manageable parts that can be called upon when needed.