200-word Description of my scene

My program shows Van Mildert College, in particular, the side that backs onto the lake.

The scene depicts 5 distinct templates of moving model: ducks swimming in inverse circles, a swan moving in an oval and flapping its wings, flying ducks flapping much faster, and legs braced back against their body, reeds in the lake that flow with the wind (each individual reed moves in offset to the others, creating a ripple effect), and a water fountain that shoots a jet of water in an arc in the air every couple of seconds.

The scene’s lighting can be altered to simulate different times of day: between dawn and dusk. The middle of the slider gives a high altitude lighting with almost pure white light, whereas, at the extreme ends of the slider, the light is orangey and much closer to the ground, giving different shadings. The ‘sun’ rises in the same arc as real life, so the shadings produced are close to what you would see in reality.

Low-Quality mode reduces the number of models and textures used so the scene runs smoother.

The grass banks surrounding the lake are textured to look like grass.