4-2 Milestone Two Enhancement

Computer Science Capstone

Professor Goggin

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For this enhancement I am working on an assignment from my CS-330

Computational Graphics and Visualization. The assignment was to create a 3D

design. The project was written in C++ and I chose this project is because it was

the first project that I really made changes to and made it my own. Since making

this project I have learned so much more and feel like I can apply these new

methods to improve my project. The reason I wanted to add this to my ePortfolio is

because it will show my ability to use C++ language. As C++ is a widely used

language it will showcase the abilities in that area.

For the area of Algorithms and Data Structures I will add a technique called

frustum culling. Which is a technique that will improve the performance by

removing objects or parts of objects that are not visible to the camera. This will

help reduce the number of objects that need to be processed and rendered. By

eliminating objects outside the frustum, you can help optimize the rendering

performance by reducing the number of objects that need to be processed, resulting

in faster frame rates and improved overall efficiency.