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CS-330

7-1 Reflection

During developing my code i had numerous changes in my thought process. I think i started making the most progress when i decided to modulize my code similar to the example given in the model 3 video tutorial. When deciding on my objects i chose objects with shapes that could be created using just rectangles if needed. All of the figures had a natural curve but if proven too difficult i can call back on to the easier shape to render the scene. When it comes to rendering and viewing the scene i followed the tutorial closely so all the controls for moving are the same and work as expected. The scene auto-displayed in perspective mode at a slight angled view looking down to the center of the scene, but it can be swapped to ortho view mode. The mouse only increases movement speed and angle view. To make the code more modular i reworked the Umesh function to instead take vectors etc from outside the function as parameters.