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CS-330  
Design Decisions

For this project, I tried to recreate a coffee table scene. I used the same mesh for the plane, pencil, keyboard, and paper. To create each of these objects, I manipulated the scale, making some longer, others flatter. I also used a pyramid to create the nib of the pencil. The original picture had a coffee mug. However, I was having compatibility issues with the cylinder class so I decided to remove it from the scene. There’s no shadow in the scene, so I used directional light emitted from the cube.

The user can navigate through the 3D scene using a keyboard and mouse. The WASD keys move the camera through the scene. The q and e keys move the camera up and down, respectively. The mouse wheel zooms in or out, and the mouse courser changes the orientation of the camera.

To make my code more modular, each object had its own buffer/array/mesh. This way, if I wanted to change an object the rest of my code would stay the same. The code can be used to create other scenes since all the objects that have the same basic shape uses the same elements. This means that to create a plane or a box I just need to change the scale of the object.