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The objects I chose to recreate in the scene all represent different objects that can be recreated using OpenGL. The objects were simple objects that needed to be translated and stretched along the axis so that they depict what the example picture had shown. By spacing the objects alongside each other and at different positions, it made it easier to translate the 2D picture into a 3D scene.

To program the objects functionally, I began each object in the middle of the scene and moved them to their respective places by inching them to the right and the left on the x-axis. To navigate the scene, I added controls that will allow a user to zoom in, out, up, and down on the scene. The user also has the option to use their mouse to turn the scene when using the key controls. The following controls help users to move across the scene, Q to move in closer on the scene, E to move out and further away from the scene, W to move up, S to move down, and A and D to move horizontally.

To understand my program, I made sure that everything that was added to the code had comments so that if something needs to be changed, it could be found quickly. The most daunting task was adding the shapes and keeping them functional to the project. If everything was not coded correctly and was hard to find, it would make coding the project harder and longer. I ran into an issue with having the program running correctly, but since I was able to put the functions into the program, I was able to take a piece of the final project I started before and copy it into the newest project I had without any confusing or causing syntax errors.