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Final Reflection

I chose my living room, because I have full views of all the objects in it to create. First of which would be three cubes for the wood furniture set around the room that would all receive different amounts of light from the centralized light source, a plane for the floor. The furniture pieces all have a similar design and were able to be created polygons for each side to achieve the desired look, then a plane for the floor and the direct light source coming from the ceiling fan (which I did not create).

The scene can me navigated by cursor to change orientation of the camera and it can also be moved around by using the keys “q” for up, “w” for forward, “e” for down, “a” for left, “s” for backward, and “d” for movement to the right. The functions I used included the keyboard camera movement and direction values for the inputs, and the options for mouse movement from the cursor and the scroll wheel, in addition I added sensitivity to ensure the movement does not go out of bounds or flip the screen.

I tried to keep my code as organized as possible by following the tutorials and the examples we had from source code in the supporting documents and the videos that’s showed best practices helped for where to implement certain functions and how to use in line comments to make sure everything flowed and could be found whenever I had to go back and make changes to the code. When I had to change shapes or add functions to rotate or just the functions to allow for camera movement and the general code for setting up the window with the size, the title and the parameters being clear and able to update. Because of my limited experience with OpenGL, I didn’t want to make any custom functions or changes to the code beyond what was required in the weekly assignments, But the basics for movement and setting up the workspace with everything we added over the objectives in the course could be reused to start any project from adding of textures and setting up the parameters for camera movement and where to have the initial view of what you want the window to focus on and setting up for lighting of the project, could all be used for a basic set up for any new model or animation to be created in the visual studio OpenGL environment.