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CS 330

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Picking my 3D scene, I wanted to stay realistic to how I expected my skills for this to be. Changing it slightly throughout this course, unfortunately 3D graphics didn’t quite come to naturally to me and I feel I am still struggling, but I have been improving quite a lot! The revelation I had was while making the cube, I realized where I was going wrong with the pyramid in the previous assignment; though spheres and cylinders proved very challenging. I utilized a lot of resources to try and help myself understand; stackoverflow forums have been one of the best resources for me while pursuing this degree as a whole, and this class doesn’t break that record.

I was able to add a way to manipulate the camera for my scene as well. As I have stated earlier in the class, I think mouse and keyboard controls are very useful and dynamic tools so I implimited those for this project.

Unfortunately because of some of the troubles I am still having with getting some of the code to work together, I didn’t integrate anything custom or special, mostly sticking to the basics for simplicity's sake.