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CS-330

Final Project Reflection

4/22/2023

For my 3D scene, I chose to attempt to recreate a house and yard. The reason I chose this object is that I thought it would be the simplest object to build. Recreating this proved to be harder than I initially thought. The objects themselves were simple enough to create. The struggle I had was incorporating a light source and mapping separate textures to different objects. I never added a light source, and I wasn't able to add a texture. With all that in mind, for this reflection I’ll cover what I was able to accomplish.

From the start, I wanted to ensure that I could use portions of the object code for future objects that I would be adding later. To do this, I made separate classes for each object. I also gave each object its own set of coordinates to allow me to reshape and scale each object into the scene separately. This set-up helped save space and made it easier to add different objects. A simple example would be taking the code for the main part of the house and simply changing a few things to shape it into the roof.

To be able to navigate the scene, I added controls to allow the user to move the camera around. To do this, I used the WASD keys to move: forward, back, left, and right. I also added the Q and E keys to allow moving up and down. To help the user have a look around the scene, I used the mouse to change the view in the scene. Finally, the perspective of the camera can be changed using the P key.