**Besker Telisma**

**CS 499**

**3-2 Milestone Two Narrative**

**09/22/2024**

This is a 3D scene I created in my computational graphics class, just for showing my OpenGL skills, complemented with object modeling and texture management. This project was first started with an assignment in class but was then continued with further development of more complex elements comprising a realistic Christmas tree and refined texture management. I have included this artifact in my ePortfolio for demonstrating strengths in engineering design and software development. In doing so, it shows that I can handle the complexities of 3D rendering and object creation while maintaining cleanliness and structure in my approach.

In improving the artifact, I fulfilled the course outcome in Module One: deliver professional quality visual communication.

This enhanced 3D scene demonstrates my ability to create coherent, visually technically sound representations that make deep use of OpenGL in service of a polished final product. It is in enhancements such as realistic textures and optimized performance that my ability to adapt the technical solution to the needs of a particular audience-in this case, a demonstration of technical fluency in 3D graphics to both technical and non-technical viewers-is well demonstrated. This was an important process of perfecting the artifact, whereby I learned how to handle effectively the technical limitations imposed by 3D rendering to ensure that the outcome would be visually pleasant. Included in this list of challenges was the efficient handling of multiple textures without putting a burden on system resources. These were overcome through research, testing, and optimization that allowed for improvements in the performance of the artifact at hand while enhancing its aesthetic qualities. That was a great experience helping me to grow both as a developer and improve my technical communication skills through code, and the solving of complex software problems.