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04/22/2024

CS-330

Milestone Reflection

The reason why I went with the Atari 2600, soundbar, birdhouse, cabinet, and TV for my project was to recreate my living room to some extent whilst having some challenge when doing so. I wanted to learn as much as I could in this course as I’ll need these skills in the future, so I added in both easy and complex items to recreate using code. With this, I also wanted a more natural light in the scene, opting for a yellowish light that fits the entire scene rather than it being a spotlight, resembling my living room better. Combining all of this proved to be a unique and fun challenge of learning 3d modeling through code and how it works with a project I’m proud of creating.

Any user that loads my scene can utilize the camera via wasd with W going forward, S going backward, A for going left, and D b for going right, like usual movement controls for a modern video game using mouse and keyboard. This lets users use a natural feeling they’re familiar with if they play video games on mouse and keyboard, using wasd for movement and the mouse to look around. Q and E make the camera move up and down respectively, allowing the user to look around the scene easier and allowing more angles to be viewed due to it. This is an extremely important addition in my opinion as sometimes you’ll need to look at scenes from different angles to see if they fully work or not as well as having more accurate building as you can look around the scene freely.

I personally didn’t add much custom functions to this project except for possibly some camera control. I had used some properties from the sample and tinkered with them to my liking as I learned how they worked throughout the course, allowing me to both adapt and create as I went along. I remember having to add a lot of code to various different files besides the SceneManager to allow me to work with extra settings and mechanics like textures and lighting. Overall, this was a fun and useful course that will help me in the long run for my future career.