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CS-330

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Final Project Reflection

When originally creating my desk scene I had planned to do two monitors and the keyboard and mouse. After struggling to get one monitor to look like an actual monitor I changed my mind and decided to only create one. I turned the blank plane that was going to count as an object into my full desk. Overall, I feel like this created a better looking scene than just two monitors on a flat plane.

To navigate throughout my 3D scene you have to utilize both keyboard and mouse inputs. The mouse controls the camera's orientation, keeping the camera stationary but allowing you to essentially turn your head. Moreover, the scroll wheel allows the user to change the speed of the camera, allowing the user to quickly scan over the scene or slow down and look at smaller detail. The keyboard inputs are similar to many video games, using WASD for basic movement. Utilizing W to go forward, S to go backward, A to go left, D to go right. This leaves out moving up and down though. Which is possible by changing the camera orientation to look upwards and move forward, this isn't very user friendly though. So instead Q will make the camera go up, and E will bring it back down. Although the scene is usually in a perspective 3D view, it may be important for some users to see an orthographic 2D view. This is made possible by holding down the O key, and as soon as you let go it goes back to the perspective view.