7-1 Project

I chose my selected objects because they were objects that I deemed would be simple, yet challenging enough to learn how to do. Towards the beginning of the assignments, I did not see how I was going to be able to create 3D shapes, lighting, textures, colors, and rotations; But after the videos and reading of this course, I was able to learn a great deal as to how to go about making my very own 3D scene. Although I did not, one hundred percent, project exactly what I set out to, as far as the shapes (*hence to the second milestone*), I did the absolute best that I could to portray the plane and shapes.

The user can navigate through my 3D by several ways. One way to navigate through my 3D scene is by utilizing the camera that the user cannot see, but the user can move the camera by computer mouse and cursor. I coded it this way so the user can move the computer mouse or cursor up and down, left, and right, in order to see the 3D objects in different perspectives. While the user is doing this, it looks like the objects are moving, but in reality, the user is actually moving the camera (back and forth and up and down). Another navigation feature that my 3D scene has is to navigate the lighting around the 3D objects. I coded it to where it is a certain brightness, but I can always go back and change the brightness to make it either dimmer or brighter. The user is able to move the light to the top, left, right, and bottom of the 3D shapes. The user is also able to move the lighting where the shapes are not in the view, but rather the light is just in a dark space.

The custom functions that I have created within the code are the actual size of the shapes, space, lighting, type of lighting, texture, and color of the shapes. I am easily able to alter these settings by changing the numbers (math) within the code to manipulate it to get it how I want the outcome to be portrayed. Within my code, I organized it and used best practice in line comments, to keep track of these custom changes. It is best to keep organized whenever you are coding so that you are able to easily go back a make changes when it is necessary. The comments have also helped me stay organized as well as act as a guide so I can easily go back to pinpoint and reference a piece of the code that I want to find at any given moment. I did this so that way I can go back and make other custom changes where I see fit.