CS 330

Brittney Miller

Reflection

I chose a step pyramid with cones, spheres, prisms, and boxes to complete my design. I made these shapes by adding them together and overlapping their x,y, and z locations. To make my step pyramid, I had to start with box meshes and add prisms to create the sloped edges of a step pyramid and make them look more realistic. To simulate reality, I created the trees using a cone shape to mimic a larger base trunk and decrease at the top where the tree top resides. For the treetop head, I chose to use a sphere to match the look of a well-groomed tree and used textures to make sure you could tell what you were looking at.

You will use the w,s, and d keys to navigate through my scene. The w key will move you forward, the s key will move you backward, the d will move you to the right, and the a will move you to the left. You will use the q and e keys to shift vertically and horizontally. The q key will move you up, while the e key will move you down. You can also use the mouse wheel to speed up and slow down how fast your keys have the scene move. You can use the number 1 to bring your view to the front of the scene; two will take you to the side view, three will take you top-down, and four will take you to the back view.

I used the best practice coding to set up my scene. All of the code is commented on, so it will explain the functionality of the code below it and what it does. I have SetShaderColor to color objects that don’t have texture added to them. If the texture is added, I use return and a relative path to add the texture and call it forward. SetShaderTexture was used to apply the imported texture to whatever object you were assigning it to. I also had to Loadmeshes before adding meshes so I could pull them from the shape meshes file, then draw meshes to configure them into your scene. I used SetupSceneLights to call forward lighting and make the scene more 3D with shading from lights and coloring. Once you set up your scene lights, use m\_pShaderManager to set the lighting. You can set the position of your lighting, the ambient color, diffuse color, specular color, focal strength, and specular intensity, depending on your hope your final scene will look like. You can change the variables of these settings to change the light sources' strength, position, color, and intensity.