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CS-330: Computer Graphics & visualization

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Reflection

The experience of this course is mixed. The 3D scene I created differs from my original proposal due to difficulties generating cylindrical shapes. This difficulty chewed up days of time as I attempted to refactor my code and change aspects of it to get cylinders to render properly. This was futile and resulted in too much lost time. After my failed attempts I decided to stick with more simple shapes that be rendered more easily with triangles. In full honestly, I was reluctant to make such a change but decided it was better to create a workable project even if it was simple in nature over nothing at all.

While I was unable to generate more complex shapes in the time required. I did generate the required functionality for each of my objects. Each object is independently rendered allowing for the objects to be individually manipulated. This includes scaling, location, and rotating each object. I was also able to properly texture each object in my scene with its own personal texture.

User navigation in my scene works well. The WASD controls enable the user to move around the scene. Showcasing to the user the depth and interesting object relations present in the scene. The Q & E keys allow the user to move the camera up and down providing excellent views on the scene. These key board controls paired with the mouse camera focus gives the user free range on exploring the scene from all angles.

To organize my code, I made sure to sperate the main source of my file from its external logic. These included the shader files for both the lamp and object as well as the image files used to texture my objects. I also provided clear and insightful comments that help sperate and explain the elements present in my source logic that generates the 3D scene.