* **Justify development choices for your 3D scene**. Think about why you chose your selected objects. Also consider how you were able to program for the required functionality.
  + I chose a desk with several objects on it to allow me to use different types of shapes, and textures, along with some interesting lighting from a secondary light source. Things like the desk, book, and pen were easily recreated in 3d space using very simple shapes like boxes, cylinders, and cones. These objects also had different textures from each other, allowing me to choose how reflective each surface could be. I chose the lamp and potted plant because they would require a bit more creativity to make look real. The lamp uses a rotated and elongated torus shape for the lampshade with an elongated cone for the body, showing how creativity can be used to overcome a complex shape. The potted plant was able to be brought to life with a texture of many leaves, giving the illusion that it is a plant, even though it is simply a sphere with the top half coming out of a cube.
* **Explain how a user can navigate your 3D scene**. Explain how you set up to control the virtual camera for your 3D scene using different input devices.
  + I created a camera that moves forward, backward, left, and right by using the W, A, S, D keys respectively. To move the camera up and down you can use the Q, and E keys. Finally, an option to add Orthographic and Photographic views using the O and P keys. All of these hotkeys are customizable and could be changed to accommodate different keys, or even different input devices like controllers or touch screens.
* **Explain the custom functions in your program that you are using to make your code more modular and organized**. Ask yourself, what does the function you developed do and how is it reusable
  + The custom functions included in the program help make the code much easier to read and understand for future maintainability. For example, we can add another object in the scene by choosing a new shape, and giving it the specified scale, rotation and position. After we have added the shape, all we need to do is include a texture and material. This can be one of the textures already included in the project, or we can add more textures up to a total of 16. Same goes for the materials. We have several materials predefined to help make the process easier, but if one of the predefined materials is not appropriate, another may be easily added.