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CS-330 Comp Graphics and Visualization

Final Project Reflection

The objects that I selected for my final project was items that I had around my room. I wanted from the beginning to use something that I had and not something I found on the internet. I wanted something that had complexity to it but I knew that I couldn’t have it too crazy complex as it needed to be able to be done within the timeframe needed. I figured having some simple things like the books and the tv stand were easy enough while the Nintendo switch case and the TV itself was a bit more of a challenge as they used more shapes and they also were a combination of different shapes. The way to navigate the scene is with the use of WASD keys to be able to move alongside the X, Y, and Z axis. You can use the Q and E keys to move vertically along the 3D model and lastly the O and P keys give an orthographic or perspective viewpoint. The mouse allows you to move along the scene in the direction you point with the mouse and the scroll wheel will allow you to adjust the speed at which you move around the world. The code that I wrote is reusable as it uses what I would call an object-oriented approach with coding. This means that most of what comprises this code is in functions that could easily be taken out of the code, moved to another code and with slight tweaks it’s working perfectly within the new code base. I prefer this style of programming as it makes it an easier experience overall and it really helps when it comes to debugging as you can narrow it down to a specific function, and from there narrow it down to the right line of code causing the issue. It also allows you to pull code from other locations and easily insert it into this code without much trouble as it is all designed to work together from the function calls in the main function of the code.