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CS-330

Professor Bishop

Module 7: Project Reflection

The four objects in my scene that I created from the reference image are the desk, the lamp, the cup with pencils and the coffee cup on a coaster. The top of the desk is made of a wide flat rectangular prism and the legs in each corner are all long thin rectangular prisms. The base of the lamp is two cylinders with the smaller of the two stacked on top of the larger one. The arm for the lamp is made of two long rectangular prisms that have been angled to match the photo and the shade of the lamp is made of six planes in the shape of a trapezoid arranged in a hexagon around a cylinder which also functions as a light. The cup that is holding the pencils is a cylinder that I cut a hole in the top face of and added in interior walls to give thickness to the walls of the cup. Each of the pencils in the cup are created using a cylinder as the base and extending the center point of the top face to give the object a point at the end and then replicated in order to fill up the cup. The coaster under the cup of coffee is a cylinder and the body of the cup itself was made in a similar way to the cup of pencils. The handle of the cup of coffee is made using a torus that was lined up with the outside wall of the cup. The scene can be navigated by pressing WASD to move forward, left, right and backwards. The scroll wheel can also be used in order to control the speed at which the camera is able to move through the scene. Each shape in the scene is made in a function of its own which can be repeatedly called and oriented individually to create new objects. The textures are also applied when the meshes are drawn and can easily be swapped out to apply any imported texture to any of the different shapes within the scene. Each object has its own set of variables that tell the program the position, scale and orientation of the shape.

