Module 7

CS 330

Duvan Diaz

SNHU

Design Decisions

Boy, where do I begin. When working from the last saved checkpoint, for some reason it did not let me open the project, or it would open but it would stay loading and on a black screen. So, then I had to go back to module 6 and module 5 to be able to work from there and apply the changes again, as well as to introduce new textures and the additional shapes. Then that was my next challenge, the fact that creating a laptop in itself is not as easy as I thought it would be. I was able to add the shape of a coffee cup to look alike, and two screens representing the two monitors from my original image. When adding lighting the screen would go black again, so I had to remove it to be able to see my 3D shapes. Then for some reason I loaded additional textures to change the digital pen and its holder, and for some reason it would read the texture from the plane which was wood, and it would not change it even though I was saving the file every time it was updated. Then I had to delete some of the textures and add new ones until finally one of them reflected the change in the object and its parts. For the navigation, the camera reads the mouse movements as well as the basic controls with the keyboard using Q,W,A,S,D,E keys. The truth is if I would have had more time for this semester, I would have at least figure out why the program was not displaying the changes after a while in my module 7 executable, this would have prevented me going back to modules to be able to see my changes with the working file. Unfortunately, I had to prioritize work and was not able to spare more time for this class, it was very fun but very frustrating because I always had time constraints so it felt like rushing when an error would keep on popping up and it was more about getting past them than improving or expanding other details of the desired scene.

**Sources**

[**https://www.manytextures.com/**](https://www.manytextures.com/)

**OpenGL**