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CS330

7-1 Final Project

The image I selected in week 1 is the house. The shapes I chose to make this house are a plane shape for the ground, a pyramid for the roof and a box shape for the base of the house. I got the shapes from the ShapeMeshes.cpp file and imported to the scenemanager.cpp. A user can navigate my 3D scene using WASD keys to control the forward, backward, left, and right motion. QE keys should be used to control the upward and downward movement. Mouse cursor to change the orientation of the camera so it can look up and down or right and left. Mouse scroll to adjust the speed of the movement or the speed at which the camera travels around the scene. The custom file I have in my project is not really a function or a tool but the include file is really helpful to make the code more readable.