**7-1 Project Reflection**

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Each object chosen has a significant personal meaning to me. The rubber duck, front and center represents my family, my wife and our pets and its proximity in the scene is meant to signify their importance to me, always front and center in my life. The lightsaber is my passion for fantasy. Star Wars, often misinterpreted as a science fiction displays a story where magic collides with impossible technology and the search of power, as well as the rise and fall of regimes, it is the ultimate fantasy. The energy drink is representative of my dependance on caffeine, after all, I am a full-time student, full-time employee, and a full-time husband and pet parent. The hourglass is representative of my passion for physics, and the universe itself, specifically the concept of time and space. At first it may seem disproportionate to the other object but, when considering what it represents, nothing is bigger than the universe even if nothing is more important to me personally than that duck in the front.

Besides simply navigating through the scene with the keys or the mouse, the user is invited to fly through the crafted scene and take in the lightsaber’s in-hilt illumination, enjoy the sparkles on the duck’s surface, or read the nutritional facts on the energy drink. Unfortunately, I could not figure out the functionality of changing the view from perspective to orthographic and back again.

My code (along with the provided meshes and camera files) serve to modularize and organize the application by not crowding the main function and especially the render loop with code, instead the render loop calls functions which all together activate buffer objects, deliver vertices, and implements shaders to show the final product scene. The organization of the program serves to allow for easier adaptation, updates, and further development as well as the comments to describe where each object begins and ends and the purpose of specific sets of instructions