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CS330 Project

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When creating my 3D scene, I wanted to do it in a way where I had to use multiple different shapes in different positions to make a working scene. Using cylinders to make the base of the computer monitor and the neck of the stand was challenging but I feel like I made it work. The keyboard is a plane rectangle, but I did not add any keys to it as I felt that would take too long and make the code more jumbled. There was problems trying to getting more than one texture to work so I was stuck with one that covered the entire scene.

The scene can be navigated using the mouse and the keyboard. The mouse is used to move the camera view around while the WASD keys are used to move the camera left, right, backwards, and forwards. Finally, the Q and E keys can be used to move the camera up and down in the scene.

I used many reusable functions in my code like the code for the meshes is the same outside of the data for the vertices and indices. The functions for things such as the shaders and rendering the scene are reusable as well, being able to work with many other projects that were created in this course. This made it easier to create many similar projects because the functions could mostly be copied from one project and pasted into another with only some minor changes being needed to make it work.