Felicia Schenkelberg

Professor Rodriguez

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7-1 Submit Your Project

1. Justify development choices for your 3D scene. As you write, think about why you chose your selected objects. Also consider how you were able to program for the required functionality.

* My choices for my 3D scene were mostly pyramids and cubes. I did not realize how difficult it was to draw a sphere or a cylinder in OpenGL. The simple reason I chose these objects was that they were what I was able to do. Regarding the required functionality, I was unable to render a sphere. As a result, I had only three of the four required shape types.

1. Explain how a user can navigate your 3D scene. As you compose your thoughts, discuss how you set up to control the virtual camera for your 3D scene using different input devices.

* A user can navigate my 3D scene using the arrow keys. I was able to configure the virtual camera control using two different input devices: the keyboard and mouse. I am happy with my use of a flashlight as it helps with visibility. This was my attempt to make it look like someone walking through a garden at night.

1. Explain the custom functions in your program that you are using to make your code more modular and organized. Ask yourself, what does the function you developed do and how is it reusable?

* Custom features in my program helped make my code more modular and organized. This is because my program was longer, meaning that it could be difficult to follow. Therefore, I found it important to keep it not only easy to understand but also easy to modify. This meant dividing the program into smaller, easier-to-manage blocks!