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Final Project Reflection

The photo I chose was from my dining room table, consisting of: a dolphin plushie, laptop, book, and a pair of headphones. The dining room table is made of glass, but I'd make it a silver plane or large cylinder, as the table is not the focus. I chose my objects due to the fact that while the amount of objects were relatively small, the effort needed for some of them was especially high. The dolphin was especially tough, as something as simple as trying to move nine or more shapes to the right to make space for the other objects on the table meant constant debugging to see if it fit within the camera and that every piece was intact. The laptop and book were much easier to do, as making boxes is one of the simpler tasks within this project, but it was tricky trying to present them to the camera without coming across as flat. Some subtle rotation was required, and you can see if you messed around with the camera that some forced perspective was used and that the laptop keyboard is tilted above the screen, or that the book is actually floating off the table. The headphones were also a similar story, as I do not have the expertise to properly cut off the torus to make the headphones look natural, I instead placed the camera angle in a way so that I could place the tapered cylinders to clip through the torus, while still looking natural at first glance, though if you messed around with the camera, you likely will see the trickery I did. One major thing to notice would be how I did the floor and background. I didn’t have a proper place to take a photo of my objects as almost every table in my house had a busy background that I could not replicate yet, so I settled with grabbing a photo of a kitchen and centering my extra lighting around that image as a background. While not one to one with my photo, I do think my objects can blend in and make the scene make sense with all things considered. As for navigating the scene, I made it so that WASD keys let you control the horizontal direction of the camera, with the Q and E keys controlling the vertical direction of the camera. The mouse acts as a way to view the scene from a slightly different angle, like moving your head very slightly. Lastly, the O and P keys completely change the perspective of the scene, letting you see it from a 2D and 3D point of view. When programming the project, I actually re-used a lot of code that I made within previous assignments and milestones. Using the premade model scripts have made the process of creating these shapes and objects really easy to use and understand. That all culminated in the final project, where I simply made different functions to render out the main objects, so that anyone else would not get confused trying to see what shape is for what object, though I did also leave comments on them as well. All in all, I was impressed with myself and what I managed to do, and I am grateful to this class for giving me the push I needed to learn something I’ve always had an interest in, but never had the insight on where to start.