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COS-452

**Final Project Writeup**

A picture containing ground, outdoor, light

Description automatically generated

My final project was a rendition of the Old Port in Portland Maine. More precisely, the building on the corner of Wharf and Moulton St. All objects in the scene were constructed from simple threejs geometries, and the textures used where pulled from textures.com.

The goal of the finished product was to produce something that looked semi-realistic, but I almost immediately began running into trouble regarding the limits of my hardware. As a result, the scope of the project had to be pulled back, but I’m still happy with the finished product. Through the time that it took me to build this, I began to better understand the limitations placed on designers by hardware, and the importance of good modelling and lighting designs to get realistic looking scenes without over extending the GPU.

Moving forward, I think I may continue to study the theories around computer graphics, but possibly focus more on the details of modelling and texturing with programs such as Blender and Substance. I also hope to continue playing with WebGL, and see how far one could take browser based graphics in designing HTML based games.