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Prof. Phillips

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Reflection

I ended up choosing to go with something simpler when doing a scene instead of what I originally planned. Programming for the required functionality took a long time. Longer than I’d like to admit. I spent a lot of time looking back at old lessons and even more time on google trying to code for this project. I think the hardest thing for me was the texturing of objects as well as the lighting of them. Choosing textures and then lighting the objects in a scene was hard because I don't really have an eye for things like that. Aesthetics are something I can appreciate but are hard for me to emulate from my mind into practical use.The controls for navigating the scene are standard movement controls you’d find in any FPS game using keyboard and mouse. As it took me lots of googling, I am honestly not sure how reusable the code is for other projects. I still feel like it’s a kitchen sink of code and definitely need to improve upon it. I am the type that needs constant practice to ingrain concepts and practical skills into my mind. I will need to work on practicing these skills as it is something that I did not think I would be doing when taking coding courses. I do not plan on doing any more 3D imagery or the like in my career, such as games and video, but I believe this was a good experience. Over all the coding for this project stressed me out a lot and I struggled the entire time and I am definitely still not happy with the result. I think there is a lot I can improve on.