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SNHU

CS499

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Milestone Two Narrative

I selected an artifact from CS 330 that highlights graphics and visualization. This project truly captivated me, as it was not only enjoyable but also pushed me to expand my coding skills in this exciting area. The challenges I faced during the project significantly enhanced my understanding and passion for graphics programming. This will demonstrate my ability to work with various coding styles, particularly in graphical design. I will also showcase my skills in rendering 3D designs using techniques related to lighting and texture to create realistic images. Additionally, I will illustrate my proficiency in developing software applications using different programming languages and frameworks. This includes writing clean, efficient, and maintainable code, as well as adhering to best practices in software engineering.

The previous issues with the textures have been resolved. Now, the table clearly appears as wood, and the house structure has a different texture, so they no longer blend together. An additional light source has been added. I modified the diffuse and specular lighting to make the light blue house object appear dark blue. This demonstrates my understanding of various lighting structures in the design and how lighting affects objects in OpenGL.

My primary challenge in enhancing this artifact was related to software issues. I had to uninstall and reinstall Visual Studio several times and had difficulties getting the program to recognize GLM. Throughout this process, I learned a lot about troubleshooting. Around the midpoint of my enhancement, when my program stopped rendering an image, I decided to start over from scratch using the original blank content files provided in class. By comparing these files to my previous ones, I was able to identify many small syntax errors. This experience underscored the importance of testing in smaller increments.