**Design Document**

I choose my selected objects because I believed they would be simple objects to be able to create in opengl to create a nice 3D scene. It turns out ever since the start I have been behind in this class I tried getting everything setup on my mac but that didn’t work out, eventually during late week 2 I got everything set up correctly on my windows computer. Creating the shapes and designs during this class was not a hard thing to do I could easily build up the pyramid and the cylinders even the planes but getting the textures together and getting more than one shape together on the screen has been my failing point throughout the entire term. While developing when I got my pyramid to look more like a vape bottle or house looking object, I also got the lighting and the camera in nice places so I understood the further weeks and tried to continue on but without the knowledge of getting the shapes together or the textures on I couldn’t get very far. My object choice and scene choice were amazing in my opinion if I could have gotten everything together correctly it would have made for a really nice project.

Users can navigate my scene by using the WASD keys and the camera movement with the mouse. Understanding this was a simple thing and building it together was pretty simple as well my scene has it so when you scroll the mouse wheel the camera zooms in and out and when moving with the WASD keys you move the standard ways of forward, backward, left, and right. If I got all of the shapes on to the 3D scene as I was expecting the user would have been able to move the camera around all of the objects while being able to check everything out in the correct lighting.

The only real custom functions I have working for me in my project are the custom developed shapes and a couple of the lighting and camera things. The lighting can be reused throughout any of my projects it has all of the angles possible for lighting and the camera functions are the best possible to be able to go around the project itself and see all of the objects.