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7.1 Project Reflection

For the scene, there needed to be contrast, as many of the objects were white. I wanted to make sure they all stood out on their own, so I made she there were plenty of textures to simulate the different items. I found a tile picture that worked well to simulate the texture of sugar. There was also a dot pattern that was used on the sugar container to show off how the original had dots. The top of the sugar container has a sphere with a torus going through it to simulate the handle. I chose to lower the sphere slightly into the lid of the container to make it look like they were apart of one another. As well for the top of the container I did two cylinders to show off the wood texture and allow it to be separate from the bottom. The sugar cubes were angled so I made sure that the cubes were in line with one another, even though they were angled. The coffee pod in the fron was left as a white color on the bottom as the pod is not matte nor shiny and it reflected well in comparison to the reference photo. There is an almost flat sphere since the pod has a bit of pressure so the top is rounded. Lastly the carton of creamer has the pour spout at the top, the tab that would have a date and the symbolic shape of a box and prism.

I chose these objects, partly as they had a good theme to them, but they all had something unique about them that would require more shapes and thus give me more practice. Three of the four objects needed multiple shapes to show case how they worked. I also feel that is how most things are in the real world. While there might be plain boxes and spheres that exist, many items are a combination of all the different shapes. I wanted to showcase some of the more simple but functional items that exist that make up different shapes.

The user is able to navigate the scene with keyboard controls and mouse controls. The keyboard allows WASD for basic movement of left, right, forward, and backward. Then we have Q and E that allow the user to move the camera angle up and down. Lastly the user can use the mouse to look around and look at all the objects. The scroll wheel allows the user to speed up or slow down the speed they are moving at when using the WASD or Q and E keys. There is also the added functionality to do a orthogonal view and a projection view with the keys P and O.

There is use of different textures and materials that allowed the items to have a simple reference saved time and space in the code. As long as, any additional references are added, these keywords can be reused time and time again.