

OpenGL Framework Assessment Post Mortem

Brief description of the goals and results of the project.

Goal of project was to learn and demonstrate techniques for graphics programming using OpenGL and other libraries. This was accomplished.

Major challenges faced while meeting requirements.

OpenGL itself is quite a challenge. I feel I am finally getting a handle on it, but it is with pure repetition. Helping other classmates with their code has been a lot of help.

Triumphs and things you did well

The triumph is getting this project spec complete. Helping others get their's done has been valuable as well.

Failures that resulted in outside help of some kind.

Normal mapping was an issue. Figuring out when and where to call it was a challenge for me and required some help from instructor.

Discuss external tools and help received.

NSight tool from Nvidia has been crucial!! Visual studio and debug tools have improved my skills. The use of instructors framework was also utilized.

Future growth opportunities and goals

I wouldn't mind finishing my framework which I was working on in parallel. Frankly I'm tired of this code base and OpenGL right now and need a break.