Joseph Manzano

SNHU

CS-330-T4219

1. Justify development choices for your 3D scene. As you write, think about why you chose your selected objects. Also consider how you were able to program for the required functionality.

The decisions I made for my 3-D scene, where chosen to follow the requirements. Three dimensional objects created using primitive shapes sounds simple, but is a tedious task. As I was learning about using OpenGL, I found that there are much simpler ways of adding shapes and diagrams inside of the program. The project was created to test our ability to utilize OpenGL from its basic functionality. New features of OpenGL have shown how simple it is to add a complex model within your scene.

1. Explain how a user can navigate your 3D scene. As you compose your thoughts, discuss how you set up to control the virtual camera for your 3D scene using different input devices.

Navigation in the 3-D scene is similar to a video game. To move forward you press the W key. To move left you press the a key. To move down. You press the S key. The last direction key is the letter D and it was used to move, right. The mouse was used to move the point of view. Unlike the keys you would stay still in the 3-D seen but your visual orientation changes with direction of the mouse. Think of it as your head moving.

1. Explain the custom functions in your program that you are using to make your code more modular and organized. Ask yourself, what does the function you developed do and how is it reusable?

The function of my program was to display a scene that mimics a photo I chose. The scene with simple and not complex. The scene could be considered the first layer of computer graphics. The scene was done from scratch and no special features were used in development. There were ways of adding models. Much simpler than creating them. My scene is reusable for the function of recycling, my scene. My scene is modular due to the fact that all items have been labeled and can simply be moved into other scenes with respect to their orientation needed.