Josh Millan

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Professor: Kurt Diesch

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I choose to use four different forms for my scenario. A house, a cube, and a pyramid, as well as the table that everything else lays on. The home was used because it combines two different forms into one finished product, making it a good fit for the ailment on the bead. The table was constructed so that there is space for all three of you to sit at the same time, as well as for you to move about and look at things. These four forms were selected since they are easy to produce and demonstrate that I am familiar with the concept of shape creation. Even though I had more time to make a cylinder or a sphere, I did the best I could with the resources I had. Because the things in the photograph that I sent in were sitting on a table, the table was included in the design of the room. I purposely left some space between the shelf and the forms so that you could see that they are whole and no corners were cut.

My 3D model may be navigated in a straightforward manner. To go ahead, press "W," to move backward, "S" to move left, "A" to move right, and "D" to move left or right. I also added the letter "Q" for the up position, and "E" for the down position. You walk about while simultaneously pointing and clicking with your mouse, much as you would if you were playing a first-person shooter game on a computer. When you "fly" around the 3D model, you may look at any of the forms from any of their sides or faces. You will always be able to determine what it is even if you look at it from a different angle. You will have the most fun if you move about using more than one action at a time, such as gazing up and ahead while simultaneously looking down to get above the pictures. This will give you the most immersive experience possible. I like to think of it as being similar to flying a drone while filming; the quality of the movies will suffer if you travel in one way, then halt, and then shift directions. To move about in this area with ease, you need to be quick.

I wanted to make sure that my software could be reused and moved ahead smoothly, so I made sure that each part contained comments explaining what it was for. This way, if I wanted to edit anything or review something, I already had an idea of where to go rather than having to search through lines and lines of code. In addition to that, I tried to keep things as simple and organized as I could. We got rid of some code that wasn't essential and worked hard to make it as simple as feasible. I included all of the relevant files in the general directories to make it reusable for other purposes. In the event that some files can't be discovered previously, you already have them and only need to connect them. Additionally, each and every photograph is provided. Because of this, it will be much simpler in the future to add new textures or modify existing ones by just uploading a new file. And you may change both the vertices and the colors to create anything you want.