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Justify your design choices for your 3D scenario. Consider why you chose the things you did as you write. Examine how you coded for the required functionality as well. To be honest, I chose my items based on what was on my kitchen table and what I thought would be the easiest to program. My notion was that they are things with several basic forms. I had no idea the watch may have needed more than one form. I was eventually able to program their operation by converting the triangle-based vertices of prior modules that used squares into squares.

Describe how a user may move about your 3D world. Describe how you set different input devices to handle the virtual camera for your 3D scene as you compose your thoughts. It was set up such that the user could move the camera with both the keyboard and the mouse. The mouse controls the camera angle, while the w, a, s, and d keys on the keyboard control the x, y, and z coordinates. I set up the camera such that it was somewhat farther back in the window, providing the user a broader angle view of the tabletop.

Describe how you utilized custom functions in your program to make it more modular and organized. Consider what the created function does and how it may be reused. Early in the course, I discovered that by modifying, replacing, adding, and so on the UCreateMesh vertices, I could reuse code from prior modules and just add the new requirements. Lighting, texture, camera movement, and so forth... This saved me a lot of time since I didn't have to duplicate the shape of a prior module, such as a triangle or a watch from my project.