This Artifact is a 3d scene created with C++ and OpenGL. It was created in CS330 which I took in November of 2024. The majority of the code was provided in the class, but Implemented the feature of the camera moving faster and slower by using the mouse wheel through assignments as well as I created the objects in the scenes and textured them as well as added the lighting to the scene. The inclusion of this artifact is because I had initially wanted to make the scene be more filled in, but at the time of creation I hadn’t quite figured out how and now that I have a reason to go back and improve projects I have chosen this one since it had posed a challenge to me initially and now I get to see it fulfilled. I am also quite interested in 3d animation and find it fascinating and it is interesting to see what can be done even with basic shapes. The artifact has been improved already by not having a method for each house and instead now the methods can be called and the position can be adjusted to create multiple of the some object. I need to do this for the windmill as well and I think I may need to make more houses since I am having some trouble with rotating them. I may also do the same for the partitions in the wall although it may not be necessary since no more need to be added to the scene. I would say I have nearly met the course outcomes for this artifact that I was going for, but I need to create more clear and easily understood comments as well as create additional objects in the scene to truly having it how I had planned to show my improvement to the code. I also need to clean up any excess commenting that I added for when I was initially testing this out. I would say that I learned that even though I have improved, I can always learn more since I am sure there is a way to rotate the objects as well without having them completely fall apart as they currently do, but I don’t quite have the time or knowledge to implement it just yet.