Design Decisions document

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Throughout the development of the 3D scene project, I made several key design decisions that influenced both the appearance and functionality of the final product. The selection of objects, such as a desk, pen holder, computer monitor, and cup, was aimed at creating a familiar and visually appealing environment. Each object was chosen for its simplicity, allowing me to focus on demonstrating 3D modeling techniques while maintaining a clean and realistic design. The proportions and scale of the objects were carefully considered to ensure they fit together cohesively within the scene, enhancing the overall realism.

To maintain visual clarity, I opted for a simple color scheme, using neutral tones and natural shades for the objects. This decision kept the scene grounded in reality, while avoiding overwhelming the viewer with excessive colors. Initially, I chose not to apply textures to keep the design clean and easy to manage, but later added textures like wood for the desk and reflective surfaces for the monitor to enhance realism.

Lighting was another critical aspect of the design. By using ambient lighting and a soft light source positioned above the desk, I aimed to simulate real-world lighting conditions, creating an inviting atmosphere. Interactivity was also introduced, allowing the user to explore the scene from different perspectives.

The project followed an iterative design process, starting with basic shapes and progressively adding more details. This approach allowed for easy debugging and refinement, ensuring each element functioned correctly before moving on to the next. Moving forward, I plan to improve the scene with more complex interactivity, advanced texturing, dynamic lighting, and animations, further enhancing both realism and user engagement.