A picture containing text, electronics, display, computer

Description automatically generated

For my final scene I was to recreate different objects from my main picture. My picture included one of my friend’s desk setups that I found very neat and pleasing. For the project, I decided to recreate 4 different parts from his desk. For the base I used his desk as it is a custom one, he had built and is nice and long to support his large monitors. For the texture, I used a wood texture that I had grabbed from a previous module as it resembled closely the texture of the desk. The next item I chose was a monitor, though he has 3 I decided to go with just one for the project. The texture I chose for this was just a black plastic texture, I had issues indenting the monitor to give it a realistic feel. The third Item I had chosen was a keyboard, hey has a nice RGB keyboard. I again just went with a black texture here as the keys seemed a bit complicated to get them to light up. The last item I chose was his mouse where I used a sphere and elongated it to appear on his desk with no RGB. This project in a whole was quite a challenge as we had to implement many different objects and then set them on a major platform like the desk. We also had to incorporate two different types of lighting for this project. I decided to go with a light on the right side to imitate some of the light given off by the computer from the picture. I also implemented light from the front to imitate the light from his actual ceiling light. Using the aswd keys you can rotate around my scene to see how the different areas of lighting effect the scene. This casts a shadow on towards the scene in certain parts. I was considering added a rotating light, as there are many windows in the room to simulate different times of day that would cast shadows in different areas. However, after setting up the initial light to the right I did not deem it as necessary and decided to just have a light on the right and in the front. There were many custom functions, mainly to do with each part of the objects I was implementing this took me quite a bit to get everything working, but I’m glad I did it this way, simply because it makes the code easier to read and if another developer needed to look at my code. They would be able to look at each specific section to modify an item. Instead of having to go through each vertex to see which object changes which. That can be greatly annoying and could cost someone a lot of time for just a simple fix.