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Final Project Reflections

I chose all the objects in my scene in order to represent objects from the least complex to the most complex. I didn’t have a theme in mind as I was choosing the objects. They are just things I have laying around in my bedroom. Unfortunately I did not have enough development time to make my selected complex objects detailed, those being the Wii remote and the rubber duck. They are represented with simple shapes in the scene. I did however create all of the simpler objects to meet the requirements of each milestone and this final. I was able to program for the required functionality by setting up basic shapes and duplicating them. I then altered them through translation, rotation, and scaling in order to recreate the objects in my photo.

The scene can be navigated using a combination of keyboard input and mouse movement, as described below:

* The mouse movement changes the angle that the camera is viewing the objects
* The scroll wheel can increase or decrease the speed at which the program responds to the mouses movement.
* The Q key moves the camera up
* The E key moves the camera down
* The A key pans the camera left
* The D key pans the camera right
* The W key moves the camera forward
* The S key pulls the camera backward
* The O and P keys snap the camera into either an orthographic or perspective viewing position.

By default this project was given to us in a fairly organized state, which makes sense as the code was originally written by an instructor at SNHU. There are methods involved that handle the camera, textures, meshes, shaders and more. The use of methods being created allows the project to remain organized and easy to read. It also helps with compiling the code on run time, supposedly lowering load/render times. Each method used is reusable because as long as the developer uses the same keywords throughout then the code should be functioning the same way and can be altered to fit the needs of the program, saving development time.