**Portfolio Milestone**

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**Milestone**

I will briefly go over several functions within the code used to create the interactive viewer. Firstly, the depth slider adjusts the near and far clipping planes of the view. Split into far and near for the slider, reducing the depth will slowly start to peel away the sides of the cube. The second function used is the radius slider. This directly affects the view radius the higher the value on the slider the less of the cube is visible. The theta and the phi sliders work the cube via rotations done in radians. The height slider affects the viewing range of the cube via the top and bottom, while the width does the same to the left and right side. It was interesting to see the various ways these functions affected the viewing of the 3D cube in 2D space.