CS-330 Final Project

Design Decision

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My developed 3D design is the best reflection of the 2D image I selected. The

objects I included in this 3D scene are a laptop, a camera Lens, and a phone. I also

chose some textures to give the objects more visibility and the light to provide

more reflections and realistic design. I did have some challenges, especially with

the mouse movement and the texture, but after try and fail multiple times, I was

able to fix the texture issue but was not successful with the mouse movement. The

other challenge was to find appropriate images for my scene to provide a more

realistic design, but the options were limited.

A computer and camera on a desk

Description automatically generated

I chose a box to represent the phone and a cylinder to represent the camera lens

and 2 planes to represent an open laptop. The WASD and QE keys to represent

to the movement of the scene was easy to complete and was running properly but

after much research I was not able to figure out how to fix the mouse movement

and scroll issue. I tried to make my program as real as possible and understandable

for viewers. This project was a great learning experience to learn and understand

the OpenGL concepts and design perspective.