Mikaela Spence

CS 330

Design Decisions

**Development Choices**

I chose the selected objects because they most resembled the scene I was trying to recreate. Since the ice bucket holder was square and had a little depth, I used a box with a texture that looked similar to the real object. I do not know how to make my own textures still, so I found something that looked pretty close. For my cup, A tapered cylinder was an easy choice. For the ice bucket, which was my complicated object, I used a combination of a cylinder, a torus for the rim, and a sphere for the handle to make it look as realistic as possible and added metallic textures. The tissue box is also a box because that was the shape that fit best. It took a little work to get everything looking correct and to get them placed correctly. I realized it was easiest to render the ice bucket holder before the ice bucket so the ice bucket looked like it was on top.

**How User can Navigate**

To set up to control the virtual camera I mostly used examples from the other project that we did that week and adapted it to my final project. I added controls using the keyboard where W moves the camera forward, S moves it backward, A is left, D is right, Q is up and E is down. The mouse can also adjust the camera by dragging, and the mouse wheel can change the camera’s movement speed.

**Custom Functions**

I did not really use any custom functions that I made myself in this project. I mostly used the information and skills that we used for the other assignments and adjusted them to fit into my project. The code is clearly commented, which I think helps with making it reusable.