Anthony Mink

CS 330

Reflection

The development choices I chose were based on what objects we were taught to create throughout the course. There were several different objects that we could use to create our 3D scene and I tried to find objects around my house that resembled the ones I was best at. The pyramid, cube, cylinder and sphere were my most proficient objects to create so I chose objects that had those with in them. I had to change my 3D scene halfway through the course because my first draft got difficult when it came to the light sources in the scene. I was unable to incorporate multiple light sources without them clashing wrong. Creating a simpler scene, I feel was very beneficial to my work.

The navigation of my scene I wanted to feel how PC video games feel so I used the common navigation buttons: W, A, S, D, Q, E. WASD to navigate forward, backward and side to side, and QE I used to navigate up and down through the scene. Also, I was able to allow the mouse to play a part in the camera if people felt more comfortable with that. When the mouse moves around it allows the user to look around the scene. The scroll button on the mouse I was also able to incorporate into the camera function. When the user scrolls up and down, they can zoom in and out of the scene.

I would not say that I created “custom” functions and used a lot of help from outside resources to figure out how to clean up some stuff. For the most part I found it easier to write out the functions in the source code rather than create separate functions to call throughout the code. However, the camera functions were put into a separate header file because it would have been way too much code in the source.cpp. This allowed me to just call the camera function and save up to 20 lines of code.

Overall, I do not think that I did the best with this project. I ran into a lot of road blocks that I was not sure as to why it would not work. I believe there may have been something wrong with the setup. I possible forgot to include certain functions and programs in the directories and libraries of the project I was working on.