I decided to go with a two shelved computer desk layout to create an average at-home work environment. Certain objects I needed to make this a work environment was including the computer tower, monitor, keyboard—which is a simple box between the notebook and mouse--, and mouse for the average essentials needed for a computer. Some more objects I wanted to add was a cup that holds pencils and a notebook. This setting recreates a working environment that could also give off an emotion of a demoralizing job routine, where the only light that comes in the room would be from the computer screen.

The user is able to navigate my 3D scene with several controls. Their WASD keys are able to move forward, left, right, and back without their mouse leaving the screen. Their Q and E keys are able to move their camera up and down. Their O and P keys are able to switch between different POVs, where the user can view the scene from the standard view, or have free control when moving their camera. With these controls, the user is able to view the 3D scene from any desired angle. However, I would recommend the user simply goes backward to get a full view of the office area, viewing all the objects in the 3D scene while being lighted by the computer screen.

There is not a lot of custom functions that I have added to my 3D scene. One function I implemented was a light blue lightning to make it visualize a dark setting with only the screen of the computer lighting up the area. Each object is clear in view with this lighting and has their own respective textures and shades depending on the material of the object. Another function I added was the materials and textures list that will assign a variable certain aspects for the objects to reflect light when given the variable. Finally, my last function includes preparing the scene of including all the objects that were required to recreate the scene. Each complex object that requires more shapes is labeled on what part is it and where it is placed for easier understanding if any iterations are required.