I took a picture of my daughter’s table with a couple books, a shoebox, and candles on it from the back porch area. I chose these objects for their relative simplicity. Everything in the photo could be broken down into cylinders and cubes.

For the second week I took all the basic shapes and placed them in the scene. I arranged them as best I could since movement had not been implemented yet. Without a perspective shift, the placement was really difficult. It would have been a bit easier had the space had some sort of normalization of the coordinate system. I am relatively good at math and can figure things like that out.

The third week introduced movement. This allowed me to correct the placement of the items. Everything was a little bit off so that had to be corrected. For instance, the shoe box looked like it was on the table but with movement it showed that it was floating behind the table. Similar things happened with all the objects except the candles in relation to the other candles. Those coordinates were almost the same with some shifts on one axis.

The first few textures I found for the scene in week four caused a terrible error. Even later when while finding the end textures for the project, these weird errors still came up with some of the textures. For this week I just chose some of the non project textures since I knew they would not give an error. For the final turn in, I gathered one texture at a time and if it gave me an error I would delete and grab another. There are plenty of textures that can be found on the internet.

For the lighting week six, I didn’t really do much. I chose the back porch since it is outside for the all-around lighting. The objects I chose tend to absorb light rather than reflect it. I went out of my way to choose these properties so lighting would be much easier, but in the end I forgot to turn in that week.

The final week seven, I spent my time finding the proper textures. The errors were so weird since it actually caused Visual Studio to crash. Don’t have any clue as to why that would happen, but it was with a couple of textures. I took the assumption that it might be the scale of the image, as in it being a square image compared to a rectangle. That was not the case since another square gave that error. So, I changed my assumption to evil magic was the cause (that is an organic chemistry joke) and kept searching for different images and deleting the old ones.

In all this project was quite fun and I learned a lot from this. I don’t know if I will truly use it in the future, but the knowledge that it is possible will always be there.