Project Reflection

For the project the scene that I attempted to design was a counter with a cutting board, knife, and an assortment of oranges. The scene was colorful and had many differently shaped objects that I could’ve designed in the 3D space. The objects I selected to create were the table, the cutting board, the knife, and an orange. For the table I just used a large plane for all the objects to sit on. For the cutting board I used a rectangular prism that had a small amount of depth for the user to see. The knife I used a mixture of objects; a rectangular prism for the handle and for the blade I used a triangular pyramid. The orange used a single sphere. For me the most difficult part was the orange. I realized that I needed to either choose between ease or beauty in the scene. To draw a convincing sphere, it takes many triangles and there are a couple different variations you can choose from. I also needed to use trigonometry do figure out the ideal angle for the triangles of the sphere in a 3D environment.

For navigation through the 3D scene, I used the standard navigation that we’ve stuck with through all the examples so far. The W key moves the camera forward, the S key moves the camera backward, and the A and D keys move the camera side to side. Moving the mouse moves the camera angle and what it is looking at currently.

The programming itself is broken down into different functions. All of which are just the same functions we have been building throughout the course. Breaking down a program into different functions makes the code both reusable and scalable. If you need to change a certain aspect of the code now you can only change it in one spot instead of going through the program and changing it every time it appears in the code.