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Final Project Reflection 12/21/2024

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I chose objects based on simplicity and what was at hand for my 3d scene. I did not want more than three connecting shapes to make a single object as I am new at this. I chose differently shaped objects so it was not just iterations of the same shape.

Even though the camera controls were defaulted to “WASD” I would have chosen this method of keyboard commands along with he mouse “look” control based on my experience of playing video games that utilize OpenGL. Even idling at work I find my left hand fingers resting on WASD. The Q & E for up and down were logical as they were close to the other keys.

The custom functions I created were for adding lights and textures to a plain scene. There is form vs function and technically the start of the code had objects and a working camera and perspective. That could not pass though for any kind of presentable scene. Even the most scenes require lighting and textures so the user can fully process what is being presented.