# Final Project

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For this project I attempted to replicate a cone shaped tree with a torus hedge around the base. It didn’t turn out at all how I wanted it to, and I was constantly fighting runtime errors trying to get the program to function properly. In the end I did manage to at least get functional movement and there is supposed to be lighting as well with leaf texturing for the herbs and tree. The ground is supposed to be textured gravel. The image files are showing successfully loaded for the texturing, but won’t apply to the image. I resorted to viewing past assignments that I completed in a way to troubleshoot the program found out there were some code snippets I accidentally left out which rewriting them resulted in the code working again, but still not functioning exactly how I wanted it to. In the end I wasn’t able to complete the project to standard, but I need to get this submitted even if it means I’m only going to get a little bit of credit for it.