7-1 Final Project

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For my 3D scene, I decided to recreate an image from the video game, Pacman. In the original scene I used for inspiration, Pacman is sitting in front of 5 “pellets” and 4 ghosts of varying color (pink, blue, orange, and red). The entire scene is set against an all black backdrop and reflected across the bottom of the page. In my recreation, Pacman is sitting before three “pellets” and a singular red ghost.

For the sake of time and space, I did simplify the scene from the original for my own. I wanted to keep at least one of each unique object to keep things mostly the same. Reducing the number of pellets from 5 to 3 was simply for space, as the scene I was working with was less wide than the original. I decided that for the one ghost it had to be red, because he’s the first ghost to start chasing you in the game so it’ll always be the primary one for me.

To frame the scene, I used two dark blue planes. This was meant to give the scene a similar appearance to the actual video game, where Pacman moves through a maze of the same color. I felt that it would add another piece of the game into the scene. To add on to that effect, I added a blue lighting source to the entire scene to make it seem like the background was leaving a glow on the whole thing.

To create Pacman’s body, I used three shapes: two spheres and a prism. The majority of the body is a yellow sphere, where I added a paint like texture to give it a real feel without being too shiny or rugged. I then added a prism rotated at a 90 degree angle counterclockwise to represent his “pizza slice”-like mouth. I made the prism the same color as the plane behind it to make it look like a chunk taken out of the Pacman body sphere. No texture was applied to the prism. Finally, I used another smaller sphere, placed against the original to represent Pacman’s eye. I used a black metallic texture on this eye to give it the shine that I would expect from an eye.

The next object for me to consider were the pellets. They were all very simple to add, since they were just spheres floating in front of Pacman. The pellets needed to be well spaced and small enough not to seem like a stretch for Pacman to eat them. I did want them to have a special, shiny feel to them. To accomplish this, I found a pearl texture that I think complemented them very well. I applied it to all three pellets.

Finally, the last object for me to work on was the ghost. This also turned out to be the most complex object in the scene. I started with the part I knew, which was the cylinder. The ghosts body was mostly cylindrical, but it’s head was still round. To accomplish that, I put a sphere at the top of the cylinder. Two sets of spheres to represent the eyes and the pupils and it was nearly finished. For the spikes at the bottom of the ghost’s body, I originally wanted to use cones facing downward, but decided it was better to face them upward and make them the same color as the background like I did with Pacman’s mouth. I added another paint-like texture to the ghost body and I was done!