CS-330 Term Project

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CS-330

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December 22, 2024

When selecting the objects to include in the scene for this project I tried to pick items that ranged in how difficult it would be to represent them. For example the snow globe is the most complex item and can be broken down into the figure, the tree and the base and globe. To simplify the snow globe I excluded the figure because it probably would have taken as much time to create it as it did for every other object combined. Initially I thought the laptop would be the most challenging objects in the scene. I had planned to create objects for each button on the laptop but after going through the course I realized it would be much better to use a texture for it. I wasn’t able to find a suitable texture to represent the keyboard so the laptop ended up being one of the easiest objects to create. I also thought the pencil would be one of the easiest objects in the scene to recreate but getting the three pieces to line up perfectly was challenging.

The input devices used to navigate this scene are the keyboard and mouse. The keys used are A, S, D, W, Q, E and on the mouse the curser controls the view control and the scroll wheel controls how fast the view moves. A, S, D, W control left, back, right and forward respectively. I chose to have Q control down movements and E control up movements because this felt intuitive to me.

To make this project more modularized I put the code that controls the rendering of each object in its own function. For example all of the code that creates the snow globe is in the RenderSnowGlobe function. This makes it much easier to find and modify each object in the scene.