Ryan Stork

CS330: Project Reflection

Southern New Hampshire University

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**Development Choices:**

When I chose the objects for my scene, I was thinking about objects that may look complex, but can be broken down into simpler objects. I did not realize how difficult it would be to make a sphere in OpenGL when you have never worked with it before. In the end, I make an icosahedron to represent my sphere. At the same time, I was able to make the pencil from a pyramid and a rectangular prism. My binder, I was able to make a top, bottom, and left side for the binder, then had a custom texture for the papers on the inside of the binder. Trying to find textures on the internet that were large enough proved to be a challenge. Many sites wanted you to sign up for their service or pay for images. Doing this class made me realize how important it is for a large company to have professional photographers or model rendering programmers. This keeps from having to pay licenses for images.

**Scene Navigation:**

In my scene, you will use a keyboard and mouse to navigate. When you load into the world, you will be looking at the objects from a side view along the Z-axis. Here are the different controls:

Mouse Movement: Rotates the view in horizontal or vertical rotations

Mouse Scroll Wheel: Increases or decreases camera movement speed.

W: Moves the camera forward

S: Moves the camera backwards

A: Moves the camera to the left

D: Moves the camera to the right

Q: Move the camera upwards

E: Moves the camera downwards

O: Makes an Orthographic Projection of the screen

P: Perspective projection of the screen

**Modularization:**

My project uses modules when it comes to importing custom textures. Since the same code to import the pictures, we just have a string for the name of the file, then force that into the modularized code.