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12-8-2023

Final Project

For this project I chose an air hockey table as the centerpiece of the 2d image. I felt as if the air hockey table had many opportunities to use 3d objects such as cylinders, cubes, and planes. I used multiple cylinders to make each air hockey striker and two cylinders to make the puck. I used planes to make the walls, textured floor, and ceiling. I used a cube to make the scoreboard as well. For the striker I chose cylinders as the best choice since when you look at a striker it looks like just multiple cylinders at different widths and heights. For the pucks I chose cylinders as I could use the same function but just making them flat instead.

So when the user opens up the camera for some reason is blank. I have been trying to fix it but I could not find out how. Once the program opens just move the cursor a little bit to the left and it will pop up. So for the input I used WASD QE and the esc button to move forward, backwards, side to side and up and down. I used the mouse to look around. I tried the scroll wheel and could not get it to register for an odd reason so I could not change the speed of travel of the camera.

The custom functions that I made to make the code more organized and modular were the functions for the different shapes. As for my cylinders I had two functions for them to make all of my items that used cylinders. For the floor I left it in the draw function. The walls, ceiling, table and scoreboard are all in there own functions as to keep the draw function as simple as possible. The only reusable function would be the cylinder functions as the other ones are made for their specific type.