I had great fun completing this assignment, it was a truly humbling experience that I will cherish for the foreseeable future. Graphics programming is not for the faint-hearted, but it can be some of the most rewarding kind of programming due to its visual nature and quick ability to see the changes you’ve made to the product. It all just feels magical. All this being said, let’s reflect on and discuss my experience with it.

**Justifying Development Choices**

For me, I wanted to learn as much as possible so the choice of image to replicate was a bit hard. I needed to choose something that was complex, but not so much that I couldn’t even visualize how I would even begin to recreate the image. I also didn’t want to an image too easy, as that would also hinder learning.

**Navigating the 3D Scene**

The final scene can a myriad of ways to operate it, all of which are standard ways to navigate through any 3D scene. You have the ability to hover up and down, zoom in and zoom out, pan left and right as well as move the forward direction of the camera so you can view the scene in angles completely unique to the user experiencing it.

**Custom Functions of this Program**

The provided code of the software was pretty nice to have but I found limitations with it that I just couldn’t get over. I’ve changed a few things to make it simpler to use overall, especially when it comes to instantiating new objects. Another benefit was the way the colors are interpreted. Instead of inputting a float value between 0 and 1 you now have the ability to input values between 0 and 255 which is more in line with modern interpretations of RGB.