Mary Sanders

Eisen Montalvo-Ruiz

CS 330

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Final Project Reflections

I really wanted to do a Halloween scene, but I think the image I chose was far too complex for my coding skills in the time that I had. So, I took a few elements from the photo I chose and then added in some objects that I felt were in keeping with the theme. I added a checkboard texture to the plane I created to make it look like a floor. I used a sphere and a tapered cylinder to create the pumpkin. The candlestick was made from two cylinders and two spheres. The candy corn was made from a three-sided pyramid and the candy bar was a flattened cube.

I added navigation controls to my scene that can take input from a keyboard or mouse and even added a key to the terminal output.

* W – zoom in
* S – zoom out
* A – move camera left
* D – move camera right
* Q – move camera up
* E – move camera down
* O – Orthographic view
* P – Perspective view

I made use of the meshes class by Professor Battersby that was made available in one of the announcements. This allowed me to clean up my code a bit and keep all the mesh code out of my main .cpp file. I would have liked to have spent more time making further adjustments to the modularity and organization of my code. If I had more time, I would have made a class for shaders and a class for textures that could be reused in other projects.