7-1 Final Project

Recreating the scene that I had definitely came with some challenges, but I was able to push through them and make something that I was proud of. When it came to deciding what shapes I was going to use to create everything I didn’t think that I would use as many as I did. I truly thought at the beginning of this project I would only use six to seven different shapes to make everything needed. It turns out I was mistaken and ended up using a total of twenty-three different shapes to get the desired effect that I wanted. My first and most different object to recreate was the basket that held all of the objects. I thought that I could use a box and leave the top off/ transparent and it would be a simple shape. This idea did not go the way I planned, and it has the most shapes of all objects. I ended up using four different boxes for the edges of the basket and 4 different planes for the bottom of the basket. The main reason behind the multiple planes for the bottom of the basket is because getting the alignment perfect to where it does not show the table through was almost impossible. I aligned one plane as best as I could and used the others to cover any unsightly holes. There may have been an easier way to do this but at the moment this was the best option and once I got one side down the other easily followed. The easiest object I included was the sphere vase/decoration, this only needed one shape to recreate and I had no problem with placing it. The larger vase was another complex object. This object only needed two shapes to make. I originally had this object with two different tones, but decided to make them the same since it flowed better. The plant vase was originally not going to have anything representing the plant itself since it would be very difficult to include all of the shapes but I ended up including some of the plants in a variety of boxes. Without this, I felt the whole scene was missing something and this brought more color to everything. The background of the scene was a last-minute decision that I felt made the scene more cohesive.

Navigating through the 3D scene is very simple if you have a keyboard and mouse. I set it up to allow the user to look around with the mouse to see the change in light and more of the scene. The user can also move forward/backward and left/right by using the W/S/A/D keys. They can move up and down by using Q and E. These combined with the mouse can help the user travel around the 3D space and fully take in the scene provided.

Organizing the code was a definite must. With all of the different shapes and repeat shapes that I was using in the code, it got a bit confusing. I ended up labeling each shape based on what object it was with. The basket I ended up separating based on what side I was working on. This helped me keep everything organized so I didn’t move anything that should have not been moved. I also tried to keep shapes that dealt with the same object near each other within the code. For example, everything that dealt with the plant's vase and the plant itself were all next to each other so I could find it easier.