**Objects**

I chose a mug, a book, a laptop, and a pen. I think these objects match the 2D reference image. I believe these objects use basic shapes well. I used a tapered cylinder for the mug body. I used a torus for the mug handle. I use a box for the book and laptop. I used a cylinder for the pen. I think these objects are easy to create and easy to align on the desk. I believe these objects help me practice shape placement. I kept the polygon count low. I did not use more than 1,000 triangles on any object. I think the scene looks organized and clear.

**Textures**

I applied textures to meet the project requirements. I used a metal texture for the mug. I believe textures make the objects look realistic. I use 1024x1024 resolution textures. I used royalty-free images. I used UV scale to tile the textures. I think textures help show my skills in OpenGL. I make sure the textures load and display correctly.

**Lightening**

I used three light sources. I used a point light above the scene. I used a warm fill light from the side. I used a directional light for extra clarity. I used Phong shading in the scene. I used ambient, diffuse, and specular light components. I believe lighting helps show depth and realism. I position the lights so the objects are visible. I think the lighting creates a polished look for the project.

**Placing Objects**

I used X, Y, and Z coordinates to place each object. I think about where each object should go. I align the objects to match the reference image. I placed the mug on the right. I placed the laptop in the center. I placed the book on the left. I placed the pen on top of the laptop. I believe this placement helps the scene look organized.

**Navigation**

I used the W, A, S, D keys for forward, backward, left, and right movement. I used the Q and E keys for up and down movement. I used the mouse to look around the scene. I used the scroll wheel to adjust movement speed. I believe these controls help the user explore the scene. I test the navigation to ensure smooth movement. I think the navigation meets the project requirement.

**View Change**

I used the P key to switch to perspective view. I used the O key to switch to orthographic view. I kept the camera orientation the same when switching. I think this feature helps the user view the objects in different ways.

**Coding Best Practices**

I wrote clear and readable code. I used consistent indentation. I used clear variable names. I added comments to explain the code. I broke my code into functions. I kept functions short and clear. I used modular code with SceneManager, ShaderManager, and ViewManager. I believe modular code makes my project easy to manage. I tested my code to ensure it runs as expected.

**Custom Functions**

I used SetTransformations to handle scaling, rotation, and position. I used SetShaderColor to apply colors when I do not use textures. I used SetShaderTexture to apply textures. I used SetTextureUVScale to adjust UV scale. I used PrepareScene to load shapes and textures. I used RenderScene to draw the objects. I believe these functions help me keep my code organized. I think these functions are reusable for future projects.

**Reflection**

I believe I meet all the project requirements. I created four 3D objects. I applied textures to two objects. I used lighting with Phong shading. I allowed camera movement in all directions. I allowed the user to look around with the mouse. I also allowed the user to switch between views. I used modular and readable code. I think this project helped me understand 3D graphics. I feel confident about my introductory skills in OpenGL after this project.