CS330

Final Project Reflection

Travis Williamson  
  
In selecting objects for the scene, I opted to include several elements that could be represented through a small number of basic shapes and textured with the constraints of the task in mind. Most of the objects I selected are ultimately comprised of several basic shapes, with only one (the D6 die) being a single instance of a shape. For each object, I created an additional function, to help in modularizing the code and keep the relative frequency of scrolling low.  
  
  
  
Interaction with the scene is accomplished via keyboard and mouse controls. The camera uses the following control scheme.

|  |  |
| --- | --- |
| W | Move the Camera forward |
| A | Move the Camera left |
| S | Move the Camera backward |
| D | Move the Camera right |
| Q | Move the Camera up |
| E | Move the Camera down |
| Mouse Wheel + / - | Speed up / Slow down all camera movements. |
| Mouse Axis XY | Look around the scene |
| O | Switch to Orthographic view. |
| P | Switch to Perspective view. |

The functions I created for the program each represent one of the objects in the scene. These functions are currently set up to place the object in the expected position within the scene. However, it would be fairly straightforward to create a more generalized function that would accept a reference to the necessary parameters for each component then call that function as needed.