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Comp Graphics and Visualization

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Final Reflection

Graphical user interface

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I think I did well for my first time rendering an image. I think I did especially well with the spacing and scaling of objects. I found the most challenging portion to be the lighting and the texturing of objects. When faced with a challenge I found the tutorials from the weekly assignments very useful. Additionally, I would use the tutorial videos provided by our instructor. Unfortunately, even with these resources I was unable to make a dedicated light source.

I feel as though I shaped each object accurately with the shapes provided. The can was simply made from a tall cylindrical shape. The bank was a combination of a cube and a sphere. The pocketknife was made from two cylinders and two squares all lined up flush with each other. I think the pocketknife was the hardest shape to make because I needed to align all the shapes while working on an angle. Finally, the house was made out of two squares. One square sat straight up and the other sat at a 45-degree angle. This allowed for a slanted roof and a little bit of an overhang.

The controls for my rendering are useful and intuitive. To start you are able to navigate the environment with WASD. You can use the mouse to look around the environment and the scroll wheel changes the speed at which the camera moves around. Additionally, I added a feature that switches the environment from perspective view to orthographic view. This view change can be controlled with the “O” key for orthographic and the “P” key for perspective.

When reflecting on my code I think I did a good job making each aspect of the code modular. For example, each shape had included the basic functionality to render and manipulate the object accordingly. This functionality included texture, scale, transformation, rotation, and sizing when applicable. (See image)

A screenshot of a computer

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