For this project, I ran into multiple issues attempting to draw the figures and I could not find a successful approach. Additionally, any attempt to actually run any scene resulted in the screen immediately opening and closing, I apologize for not informing you earlier of my questions as I have had a very busy 2 weeks since the project was available. I will attempt to explain what I have available.

The camera theoretically functions fine. Using the concepts of roll, pitch, and yaw, the camera will adjust itself correctly depending on what keys are pressed. This is done by adjusting the current camera’s information in 2 different axis’s (camX, camY, and camZ) according to the usual angle changing methods (sin and cos). However, I was unable to check as I was unable to open the project.

The objects were drawn in respect to three aspects of their 3D space (translation, rotation, and scale). Display is able to pull up the new information by moving the camera and refreshing the display. The new dimensions to draw are based upon the current view and multiplied by the changes to translation, rotation, and scale.

The actual drawing of the models was flawed as I had attempted to fit all the information into one vertex array (verts) by properly spacing out the numbers. Scaling up caused issues with compatibility which ultimately led to errors.