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Project Reflection

I chose these objects because it is a perfect representation of what I use every day. With both work and school, I see these objects in front of me constantly and, therefore, this 3D scene tells a story about me and what I do by providing a glimpse into my life. The objects were great use of different shapes too: cylinders, triangles, cubes, and using those triangles to make rounded objects.

Upon deciding on how to control and navigate my 3D environment, I relied on my gaming experience and utilized the keyboard buttons: W for up, S for down, A for left, and D for right while also utilizing the mouse to scroll for a zoom effect and movement for different viewing angles. To make the code reusable and easy to modify, I created custom functions to keep each function in its own method. For example, the URender() function allows anyone to make modifications to the textures and textures that get rendered and drawn while other modules house each objects’ vertices to easily configure and change while not affecting other objects.

This project proved to be a little difficult for me because it was a culmination of everything we’ve learned so far and rendering multiple 3D objects while simultaneously applying the textures correctly (like the keyboard so it displayed the keys perfectly) and applying the right amount of lighting and to which sides to have that realistic display. It was all challenging but now that it’s complete, I’m very proud of the work that I was able to accomplish.