**Reflections on OPENGL**

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When creating the initial designs for my objects I was quite hesitant to go complex since I was afraid of this class. My fears were correct, and this class had me hanging by the seat of my pants for every module. I kept it basic and although I deviated from the original design I managed to get some triangles on the screen.

The user can navigate my scene with the standard asdw keys with the ability to look around the scene with the mouse. Nothing fancy, just did my best to follow the prompt.

The way I used my functions were to ensure that it was in as many classes and header files as possible. This helps me reuse or organize my file in a way that won’t break the entire program.