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Design Decisions

The graphic and visualization course tested coding for several disciplines. I developed a plethora of knowledge in 3D scenes. I developed shapes, added interactivity to my scenes, textured objects, and added lighting to objects. I spent ample time in the resources and researching to understand. I believe my best understanding involves loading images and shaping them. Lighting and adding certain camera functions gave me the most trouble.

In my designing shapes I learned about some basic commands. I used “m\_basicMeshes” to load my shapes into my workspace. This was the foundation of the things to follow. There are several factors that go into coding around the shape that include scale, position, color and more. These had to be manipulated to create the desired image visual.

I used certain methods in activating functions for the camera that allowed for movement on the plane relative to W,A,S,D and Q and E. The look was also determined by cursor. This allowed for exploration of our 3D scene. My trouble with this area was the orientation switching. Texturing objects was simple. We had to make sure they were included and called to the right path in our folder. Applying texture was done in our render scene section of the scene manager. I did have some flaws in my coding surrounding the material and texture mixture as we advanced.

Lighting was my biggest obstacle in this project. I developed a lot from researching my bugs from this section. In my project I set up an overhead light and a front blue light for my scene. The hurdle I would encompass was not having the same function defined in my project as the lighting assignment example in my module. My code would result in a black screen when I ran it with my “SetupLightScene.” Resources that I came across would suggest my fragment shader may not be developed right. I tried many things but only managed to keep my one light. This gave me an understanding of how challenging this discipline can be.

The steps I took all started with trying to meet the requirements. I did my research and set out to accomplish the tasks after that. I am not where I want to be within my designing skills but developing working components is so satisfying. There is improvement to be applied among my designing portfolios but my decisions surrounded that.