Graphics Assignment 2

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I started working on this assignment trying to adapt on the code versions we were provided with by Iain over the last couple of weeks. This didn't go too well for me as when I tried loading an object through tiny object loader, I failed many times to do accurately and so I switched to using the "learnOpenGL" version which worked of the start with the same objects. This then led me to fully change my environment of working and slowed me down a lot however did help me understand a lot about the process of loading an object as it was done in the solution I found, using Assimp. This was without a doubt the hardest thing I had to do in my project and the most time consuming as I spend about 5 days trying to setup tiny object loader, but I couldn't do so with the low level of documentation I found on it.

Switching to how work went when I used "learnOpenGL"'s environment I found it rough starting into a lot of prepared code, so I looked through all included sources (these being: main.cpp / shader.h / model.h and camera.h). I also read through many of the guides they had provided. This process was time consuming at the start, but I can confidently say this process allowed me to understand the theoretical aspects of openGL way better and helped me develop a good solution to my idea. I found difficulties trying to implement shadows as I had issues with how my lightning worked. I dropped the idea of shadows and chose to work on blending and managing my light sources and shading to be better. Blending was easy to implement, and shading went smoothly. Object importing was a very easy task with this environment and following the process of how objects were imported in the program made it more clear how I could have managed the tiny object loader to make it work.

Overall, I am not too satisfied with how my project turned out as I believe if I started working fresh on the "learnOpenGL" environment I could have done more and implemented a lot more features but I am not upset as to how things turned out as I learned quite a lot about openGL and how graphics are managed.