Intro:

In this project, I used C++ and OpenGL in Visual Studio to create a 3D representation of a 2D image provided by a client. The goal was to design a low-polygon 3D scene with at least four objects made from basic shapes like spheres, cylinders, and boxes. I textured and lit the objects using principles like ambient, diffuse, and specular lighting for a polished visualization. The project also included interactive camera controls, allowing users to navigate the 3D scene using keyboard and mouse inputs.

Throughout the process, I applied coding best practices such as modularized logic, proper formatting, and clear commenting to ensure the program was efficient and easy to maintain. This project combined creativity and technical skills to produce a functional 3D model that could be used for real-world applications like 3D printing or visual design. It was a hands-on experience in computational graphics, showcasing the use of API libraries and best practices in modern 3D development.





