Southern New Hampshire University

CS 330 Comp Graphic and Visualization

Professor Kurt Diesch

Student: Tyanna Prince

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**7-1 Final Project Reflection**

Looking back on everything I have learned I found that I pushed myself quite hard with this project. Despite the tragic death of my uncle, I was determined to learn the inner workings of OpenGL as my main goal is to someday be in the gaming industry. This class started by developing the simplest console applications all thee way to rendering immersive 3D scenes with lighting included. This class was very challenging and not to mention it is my second attempt at this class. Finishing has given me a great sense of accomplishment and even more so that I’ve mastered OpenGL as a whole. It took tons of research, searching, and determination to figure it out on my own but I was able to get it down and flourish. While my end resulting project isn’t what I originally anticipated, I found it was much harder to implement the image I chose and had to simplify that image so that I could succeed in the class and learn what I am here to learn. Moving forward in the class I changed the design to align with the techniques I was learning as I was researching the issues I was facing. Some textures in my final project were done myself using Adobe Illustrator to catch the overall scene I was trying to do.

My goal with this project was to keep the project modular so that I may revisit it in the future and build upon it. By doing so I needed to separate the algorithm for shape building which in return makes the application a bit more user friendly. By consolidating scene creation items with their very own class, it helps a user add additional shapes and texture them without having to scroll through thousands of lines of code. By doing so I could save the code and later be allowed to reuse my algorithms. The part of this project I found most fascinating was the use of shape-building methods located in the ShapeBuilder class. I personally wrote each method myself with many hours of research on how to do so. Lots and lots of research and trial and error were done during the creation of my scene. But ultimately in the end gave me better knowledge on how to create better scenes in the future. I hope to be able to create more elaborate scenes and add them to my GitHub for many others to enjoy and learn from.