****Reflection****

The complex object for this project was a vase sitting on top of books, while the

books were sitting on the table. The vase on the table has some shapes that are combined.

For instance, the shape looks like a sphere and a cylinder combined. Then the books are,

of course, a box shape, so I used two for the short and long books. There is another

cylinder-shaped glass between the vase and the books. Programming the shapes was easy

since I had some guidance to help me program correctly. Scaling and transforming shapes

were time-consuming since you had to exit the program to see them change.

To navigate my 3d scene, the user has to use keyboard keys like W, A, S, and D

to move the camera. E and Q are used for moving the camera upward and downward.

Using O to toggle orthographic and P to toggle perspective. Furthermore, the mouse has

some functions for navigating. Like the middle wheel for zooming in and out, and

moving the mouse to look around.

I set up the functions in my program the same way they were shown in the guides.

By keeping the same style everywhere, I can make the code more organized. For example,

when creating the texture for the shapes, I have used the LoadSceneTextures() that was

given to me in an assignment, and I kept that formatting in my final project. That way, I

can know this function is the texture function. Inside that function, I have changed the

textures to the custom texture and renamed them to make it easy for me to know which

texture will fall on what shape. For example, I used a glass texture for the vase, so I used

the bReturn = CreateGLTexture("../../Utilities/textures/dark-glass.jpg", "dark-glass");. I

name it  dark glass to know that this is the dark glass for the cylinder and sphere. I use the

function SetShaderTexture("dark-glass."); and SetTextureUVScale(1.0, 1.0); to set and

scale the texture.

It's my first time using OpenGL.Therefore, I had some trouble doing it. However,

thanks to the internet, I can view many tips and videos from various websites and learn

how to get around this. I enjoy making this vase and hope to learn more to improve my

skills.