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CS - 330

Prof. Diesch

**Final Project**

1. **Justify development choices for your 3D scene.** As you write, think about why you chose your selected objects. Also consider how you were able to program for the required functionality.

For this scene, I chose to incorporate the floor, the chair, the desk, and the monitor. I believe these objects were key to the layout of the photo and also a little less difficult to construct compared to the other objects. I know that I incorrectly generated each shape with the same texture, I could not figure out how to separate the shapes. However, I do believe I created a fairly accurate depiction of the objects.

1. **Explain how a user can navigate your 3D scene.** As you compose your thoughts, discuss how you set up to control the virtual camera for your 3D scene using different input devices.

The user is fully capable of navigating the entirety of the scene I have generated. The camera starts facing the side of the camera, but, as I stated, the user can navigate anywhere they choose to. The user can use the WASD keys on their keyboard to navigate forward, backward, left and right, respectively. They can also use the mouse wheel to zoom in and out as well as move the mouse around to get a 360 degree view of the scene.

1. **Explain the custom functions in your program that you are using to make your code more modular and organized.** Ask yourself, what does the function you developed do and how is it reusable?

This program is absolutely re-usable. I took a lot of inspiration from the tutorials given to us. The fundamentals of the code are virtually the same across the board. Now, as for the shapes, textures, and shaders generated, they were my work. However, as mentioned above, I struggled with the shaders and textures. The code from my scene can easily be copied if someone wanted to.