**CSCI 452 Project**

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# Project Overview

The 3D Gallery Room is a virtual environment designed to showcase various 3D models in an interactive and visually appealing manner. The application allows users to navigate within the scene, view objects up close, and see model titles.

# Current Features

1. Interactive 3D Environment
   * Users can navigate through the gallery using keyboard controls (W, A, S, D, Shift, Ctrl) for movement and Q, E for rotation.
2. Lighting and Shadows
   * Ambient and point lighting simulates natural lighting conditions.
   * Objects and the floor receive shadows for a realistic effect.
3. Label Display on Proximity
   * When the player approaches an object, its name appears as a label above it.
4. Customizable Models
   * Each object has a distinct color and can be scaled or rotated as required.
5. Walls and Floor Design
   * Walls are colored gray, and the floor resembles a light wood texture to enhance the aesthetic feel.

# Planned Features

1. Enhanced Interaction
   * Object Details on Click: Allow users to click on objects to view detailed information (e.g., description, price, etc).
2. Multimedia Integration
   * Background Music: Add ambient music with the ability to toggle it on/off.
3. Expanded Navigation Features
   * Jump Mechanic: Allow the player to jump over objects.
   * Gallery Menu: Include a menu to select specific rooms or objects.