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CS-330

## Reflection



**Mug:** For the mug in my scene, I chose to use a tapered cylinder, torus, and a cone for the coffee. I originally planned for the coffee to be a plane but later realized that it would take more effort to create a circular plane than it would to grab a cone shape and rotate it 180 degrees which is what I ended up doing. One thing I struggled with on this object, in particular, was getting the colors to load on the tapered objects correctly.

**Books:** For the books in my scene, I used cubes for all the shapes instead of what I originally thought I might use planes for. I didn't realize that you cannot set a vertical height on planes! So I ended up using all cubes. Some were more complex than the others such as the pages on the open book. I set a different texture on the front of the pages than I did on the sides, making it look more realistic.

**Candles:** For the candles in my scene, I used 2 cylinders, a sphere, and a cone. One cylinder was for the main body of the candle, the other for the candle wick. The sphere and cone I put together to make the flame which was my favorite part of this scene.

**Moving around:** When the application starts up, a menu will appear showing the different key controls for moving around the scene. The escape key will terminate the program, you can use W to zoom in and S to zoom out. A to pan left, D to pan right, Q to pan up, E to pan down, O for orthographic view, and P for perspective view.

The menu will look something like this:

```
*** KEY FUNCTIONS: ***
ESC - close the window and exit
W - zoom in      S - zoom out
A - pan left     D - pan right
Q - pan up       E - pan down
O - ortho view
P - perspective view
```

**Custom functions:** The custom functions in my program make the code more organized and modular. Though I did not reuse any functions, I did follow best coding practices by using proper naming conventions, and labeling each relevant line in each function so that it is clear what its entire functionality is.