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Comp Graphics and Visualization

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Reflection

My 3D scene consists of a pitcher with a spoon inside of it, a martini glass, and cranberries inside of the glass. Using the libraries, provided, I created this scene using triangles. The martini glass was created with two pyramids, both with rectangular bases, the cranberries were created with cubes, and the pitcher and spoon were both created with several triangles along all sides of the objects to create their shape. The texture consists of a metal texture. I planned to have different textures for each object, however, was unsuccessful at this time in figuring out how to configure each object with different textures. I plan to find more examples and videos or tutorials to help me learn this skill better. The scene can be navigated using mouse buttons and keys on the keyboard. The W and S keys allow zooming in and out on the scene, and the A and D keys move the scene left and right. Finally, the lamp adds light to the scene using the phong model. This model combines diffuse, ambient, and specular lighting to create a more realistic view of the light being reflected off of the objects.

Many functions of this program could be re-used. Creating the window, camera, and use of key/mouse functions could be reused in many other programs, while the shaders, objects, and coordinates would not be reused as easily in other programs.