

- The idea behind the project: It is based off of a series of shelves in my bedroom. Each shelf has many different books, and some assorted trinkets, including cups.
- How I generated the models: I used simpler objects, such as blocks and square prisms, to create larger objects, like shelves. For example, the shelves were simply a long block with two supporting prisms beneath.
- How I met project specifications: The hard part of this project was coming up with a scene that met the projects description. In fact, an oversight caused me to scrap a lot of the work I had already done. Originally, I was going to create the Washington Monument, surrounded by 50 flags. So, I put a great deal of time into designing the monument, only to realize that the project specified that each object must appear more than once. Also, the Washington monument is only one color!
 - The shelves are different colors, because they are made up of different materials. In my room, the sides of the shelves are darker color that the tops, and the supports are black metal, with a shiny front side.
- What caused me difficulty: Many things did. I consider myself a good programmer. I code in most of my free time. Yet, the code required to run OpenGL models is something that I have a great deal of trouble grasping. The most trouble, however, was caused by simply getting *something* to display on the screen.
- Things I want you to see: Though I had a great deal of trouble with the code, I put a lot of effort into planning the models. I have attached sketches of not only the current models, but also models from the washington monument scene. The washington monument, in particular, I think has an interesting shape. I used a great deal of trigonometry to get the angles correct. I took in two parameters, T and A, that parameterized the exact shape of the monument (there was some information I couldn't find online).