Design Decision

**Justify development choices for your 3D scene**:

While selecting the image, I simply did not think about anything, I just put the things on table and took the picture. I never thought about how I can make the program to flow the easiest way. Putting things in the place looks easy but coding it to put in picture looks little difficult. I didn’t realize that making one object at a time and putting all objects together will require more expertise. I also had no idea how the textures and lightning can be coded to look like real world image.

**Explain how a user can navigate your 3D scene:**

The user can move the camera by setting both the keyboard and the mouse. The mouse would determine the cameras angle while the keyboard keys WASD determined the X,Y,Z coordinates of the camera. I initialized the camera so that it would be set back a little bit farther, providing the user a more wide-angle view of the tabletop. Camera angle can be changed as per the image and from where we want to show the light is coming from.

**Explain the custom functions in your program that you are using to make your code more modular and organized:**

During the course, I discovered that by making changes like adding and modifying to the vertices within the UCreateMesh can make changes to the image. I was able to reuse all the module codes and make changes like adding or modifying the new requirements like lightning, texture, cameras movement, etc. This helps saving time by not coding the same thing again and again. Also, Using the previous module code helps saving time by not adding all the libraries and other setups over and over again.