When I made the choice of object, I considered several factors one of those factors being how hard is this class going to be. What might I be getting myself into if I choose to add some more interesting things to my scene. One of the things considered was a coffee mug and the only honest reason that didn’t get added was because it seemed that many people had already done something like that, and I wanted something different. The other things I considered was can I honestly understand what shapes what are and how do I think I would tackle each shape. As I pondered the ideas, I knew that I wanted some simplicity, I wanted my MacBook. The work horse of my office and my life, I like the simplicity of a mac, but I knew the logo would be hard. The mac is elegant and modern with a cool clean feel. The next thing I wanted was a journal, the issue with the journal was placement and overloading a scene with square, in this case I took the journal out.

Next, I knew the thing I used with the mac the most was my external key board and the mouse. The keyboard to me look confusing and very difficult, I couldn’t imagine adding keys and the textures and getting all of that on it. I had the overthinking mind set get me. My choice landed me a mouse, a mac mouse and probably the second most used thing to the MacBook. The mouse is used all the time and has even made me dislike the trackpad on any computer. This led me to add the mouse. I was thinking the mouse was just an oval that would be easy, and I can overlay and add texture. However, I found out I was wrong, and the mouse became the worst thing about the project and the only thing I find to be unfinish.

The next thing I use a lot is my pen, I have a special pen that I use that has weight behind it and write great. It is beautiful and a gift from my wife. The gold and silver/chrome look really make this pen stand out and I knew if I could get the shapes and the texture down this pen may save the whole project. The other benefit to the pen is that it was going to stand out more than anything else. The pen has gold and chrome and everything else is white or an aluminum material. This means that gold is going to pop and really be the focal point of the project. Between the pen and the Apple logo I knew those are going to be the only 2 things that anyone will look at and they will be the main focal point of the whole project. After eliminating the keyboard from any chance at being in the project I knew that I had to have something else, but I wanted something that would require some work but also maintain the clean simplicity that I was aiming for.

This led me to add the MacBook stand. The stand is relatively plain bit it gives something else to the project like angles and a tapered shape to add a little detail to. It also meant trying to essentially “set” the laptop on it and angle the laptop bottom and tops to fit on the stand and make sense and look as though they are in-fact sitting on the stand. I am glad for the choices I made aside from the mouse. If I was able to go back and add the keyboard and take the mouse out maybe I would have but I was already pressed for time and when the mouse was proving to be difficult, I didn’t touch it at all after I started. In other words, a keyboard would have added hours, and the mouse essentially didn’t take any longer than the time to find out it was going to be hard.

User navigate the scene using the typical gaming keys, these keys are WASD, the common keys for gaming on a PC and common to be discolored on a gamming keyboard for easy viability. These keys take in the movement of scene as we know the camara does not actually move but rather the X,Y,Z around it. I am using meshes that have shape programmed in them. I then take the call to the mesh file from my project.cpp file and it gives me the shapes; I can then choose to scale the shapes in a way that fits the scene. My code is well commented, well written and easy to navigate when looking for the implementation of the code. You can see where the laptop is created and all that is associated with the laptop is under laptop and then we can look at the pen and everything with the pen is under all the pen functions that display the pen and the scale as well as the texture being bind and projected. The lighting was a struggle but overall, it was a success, and the logo was difficult but overall a success and this meets the best practices and rubric guidelines very well.