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Class: Computer Graphics 1

Final Assignment Analysis:

The following program is a 3d rendering application that gives the user the ability to render a teapot and a circle. The application gives the user the ability to change various elements about the 3d space. The user can change various color aspects relating to material and light. The user can also transform the object, specifically the user can translate, scale and rotate the object. The user can also change the camera position, light position, shininess, and shading type of the object.

I had various struggles throughout the project. Overall I didn't have a huge amount of struggle because of the code fragments that were provided to me throughout the course of the class. I did have some struggle setting up the different shading types. Particularly the ability for them to change dynamically with the click of a button. But that was all fixed with creating different shading scripts within the .html file. I was also able to re-use a lot of code from previous chapters and piece them together to create a cohesive application. To my knowledge everything works as it is supposed. I did not add any sort of extra credit. There are a couple things that could be done better in my opinion. I wish that I worked out the transformations so that they were a little bit more fluid when you are making them. I also would like to have cleaned up the css so that the UI was a little more intuitive. Lastly, the code is a total mess and there's some major refactoring that needs to be done.