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CS-330: Comp Graphic and Visualization

Final Project Reflection

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**Development Choices.** Originally, this scene was scene was supposed to include two TIE fighters, a first order destroyer, and the planet Jakku. The TIE fighters were to be constructed using a sphere, cylinder arms that extended to torus, with flat planes on the end. The first order destroyer was to be a flat triangle with stacked pyramids or cubes, and a sphere for the planet Jakku. After programming, I was unable to create multiple shapes in one buffer without my program crashing. I have two pyramids with the metal texturing which should have been spacecrafts, and a specular light, which should have been the emitting light source from the planet Jakku.

**Scene Navigation.** This project can be navigated via keyboard input (WASD keys) and the camera is controlled by mouse movement.

**Functions.** The project itself is very incomplete and can be built upon in it’s current state to include more shapes, lighting and texturing. The files and code are commented and organized in a state that it is easily reusable in the future.