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CS-330 Computer Graphics and Visualization

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Design Document

All of the objects in my scene were chosen because of their perceived simplicity. Choosing objects that are already very close to being primitive shapes correlates to a simpler recreation process as opposed to choosing organic shapes. I felt that a complete scene would have a main object with other secondary objects to compliment. In this case, I chose the computer monitor to be the object of interest, with a stack of books, marble, metal coin, and mouse pad to accommodate.

Another reason I selected these particular objects is for their unique textures. I attempted to recreate the textures in my scene to absorb and reflect light when appropriate. The objects in my scene contain textures that represent both shiny and matte qualities. The reason I chose to use many different textures is to observe the way light affects them as well as the entire scene that I have created.

The main input device used to navigate through my scene would be a computer keyboard. Keys “QWASD” are used to move up, down, left, and right throughout the scene. Another method of input would be a connected mouse. The mouse cursor is used to change the orientation of the camera, while the mouse scroll wheel can be used to adjust the speed that the camera can travel through the scene.

Examples of functions that keep my code organized and re-usable are the glGen and glBind functions. These functions can be easily re-used in my current code or in a new project to generate vertex arrays, buffers, and bind them to our target. Another example of re-useable code would be our test that we implement to make sure our functions are working properly. For example, our test that checks if a texture has loaded properly or not.