CS 330 Final Project Reflection

The objects I chose to create were able to be made using simple triangles on a cartesian coordinate system. This allowed me to enter as many coordinates as I needed to make multiple objects. However, this did not feasibly support sphere, taurus, or cylindrical shapes.

The camera of the scene can be controlled by the “WASD” keys and by the mouse motion sensor. The “W” and “S” keys move the camera forward and backward respectively and the “A” and “D” key move the camera from left to right. The mouse allows the user to change the angle of the camera with full 360 degrees of motion.