An investigation into 3D graphics.

Up to this day, accomplishment has been far from the prime objective. The focus of the investigation this far has to been to set sights on how, from a hardware perspective, 3D graphics are displayed on a computer screen. This brings me to my very first point of explication.

It is very important at this stage to note (for both the author and reader) that 3D graphics are a crossover between Mathematics, Geometry and Computer Science, this point is very ambiguous on various online sources – I can quote no reference from my Bibliography, for example, that makes a clear statement about this, which is a real issue from my point of view, as most sources/references try to explain 3D graphics from the perspective of a programmer, which can quickly become an issue for someone who is less mathematically apt.   
In my review, presentation and artefact, I will attempt to explain the third dimension, 3D graphics programming and the informatics involved in very broad and mixed terms. This will enable both myself and the reader to understand the various implications of Mathematics, Coordinate Geometry, and Programming involved in computerized 3D graphics.

It is around these principles that I have attempted to formulate a concept for an artefact, which until September [see log] proved a tricky challenge; faced with an investigation that broadens itself to more complex Mathematics and, for the most part, advanced C++ language, and only one study [Computer Science] though which to explain it, I had to find a way of conveying my research in brief, explicit and understandable terms. I also quickly came to the realization that it would be complicated to explain 3D in Computer Science terms without [for the most part] paraphrasing most of the content originally posted by authors sited in my bibliography. I came to the conclusion that I needed a new way to convey the essentials, a new way of explaining the processes I was employing to write what would be my very own 3D-demonstrative-artefact. It wasn’t until later that I realized the solution was clear all along. I would implement all my research and related project files into my artefact [see mindmap]. This means, instead of the artefact I had originally planned (a program demonstrating a rotating object) I would write an artefact that would explain itself as it proceeded with Computational/Mathematical procedures in real-time. In more technical terms; my aretefacts user-interface would consist of a menu containing buttons such as ‘Read Report’ or ‘View Bibliography’ and in the foreground would be a terminal window explaining in terms of basic Mathematics and C++ each operation it has executed in order to print the selected content to the screen, thus, allowing the end user to understand in real-time all the methods used.

This model for an artefact seemed the most reasonable, and from this point, it will be easier for me to convey information, as it will all be illustrated as it happens.

[end intro, start main body and explain research into 3D graphics from 1st person experience]