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Computer Science Capstone

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**4-2 Milestone Three Enhancement Two: Algorithms and Data Structure**

This artifact was created during my Computer Graphic and Visualization course in my second from final term at Southern New Hampshire University. I selected this artifact because there is a lot to improve upon and can do so effectively since the material is still rather fresh in my head. This artifact showcases my ability to write and read code in C++, and my ability to 3D model, given that it is an image that I personally took. I improved this artifact by updating comments and changing some different parts of the model to more effectively represent my personal picture that it represents.

When creating this artifact, I learned so many different critical pieces of information. I learned how textures and shaders work, how to use C++ in depth, how lighting in 3D models work, how colors work, etc. One of the biggest challenges I faced was learning textures, and I did not fully understand how to implement them. After doing some research on textures, I was able to change the textures used in this artifact to a smoother texture that makes it more applicable to the setting.