**7-1 Submit Your Project**

Christian J. Kesler

Department of Computer Science, Southern New Hampshire University

CS-330: Comp Graphic and Visualization

Professor Kurt Diesch

October 17, 2021

**Reflection**

**Development Choices**

I chose to take some liberty with my scene and move slightly away from the image I had chosen. The sword turned out extremely well, and highlights my ability to create geometric shapes. I selected the other objects to highlight my lighting and texturing abilities. The circuitry pyramid and table with blue wood being examples of textures utilized to the fullest. I included a small light and stand to better emphasize how the light itself behaves. All of this came together to create a scene that blends the aesthetic of ancient technology with medieval adventure.

**Navigation**

The scene can be navigated using the WASD keys for forward and lateral movement, which has become quite default in most computer programs. The Q and E keys also control vertical movement, allowing for camera transformation along any axis. The mouse cursor allows for the camera direction to be changed. Since the movement keys are all relative to the camera direction, navigating this scene as desired is as intuitive as can be with the given input devices.

**Custom Functions**

The custom functions that I created involve the shader programs, create mesh functions, and model modifiers. All of these are spaced out and commented so that it is clear which scene object is being affected, making it extremely easy to duplicate and rename for additional objects. The only things that require decisive change are the vertices and textures, but those are often well planned for when adding a new object.