Anthony Fillmore

CS330 Graphics: Final Project Reflection

2/23/2024

Justify development choices for your 3D scene. As you write, think about why you chose your selected objects. Also consider how you were able to program for the required functionality.

Explain how a user can navigate your 3D scene. As you compose your thoughts, discuss how you set up to control the virtual camera for your 3D scene using different input devices.

Explain the custom functions in your program that you are using to make your code more modular and organized. Ask yourself, what does the function you developed do and how is it reusable?