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CS330

Module 7

Justify development choices for my 3D scene.

In the beginning of this course, we were given images. The task we were given was to imagine how to recreate the image within a 3D scene. Using my artist talents, this task reminded me of when I would paint an object. When painting a person has to recognize the base of an object and create the details after.

Using this thinking I first noticed the coffee cup in my photo. I used a cylinder for the base and then continued with the details of the latte art, handle and cup coaster. I used a separate object for the latte art. I was unsure on how to only texture one side of the cylinder. If I placed a separate item on the top, however, it gives the impression of the side having just the top side with the latte. This concept of a base and art being separate items was also used for the computer keyboard.

Another artistic decision that was made was the leaves on the branch. The leaves are made up of several circles with various sizes, angles, and colors. Leaves in person are never identical. The difference between the leaves gives the impression of various leaves.

Explain how a user can navigate my 3D scene.

The user can interact with my scene using left, right, zoom in, zoom out, and can change the perspective. This is navigated with the buttons 'W', 'A', 'S', 'D', 'E', 'Q', '2' and '3'. This allows the user to move around the scene and view the scene at different angles and perspectives.

Explain custom functions in my program that make my code more modular and organized.

Throughout any program developers must organize their code using pseudocode. The base of the code given to us students also had pseudocode given with the assignments. This code helped create a format to mimic and help guide us on how to correctly label our code for other users to be able to read. This code is more organized and easy to work with this guide.