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I selected a modern city with multiple buildings and landscape for my milestone project but was unable to build all the objects. I built one complex object, with two pyramids on top of two cubes and textured it with two textures of wood. It came out nice. Then I added a plane of wood which I wanted to be grass or sheet of gravel but was unable to create. I enjoyed making this project, yet had a lot of trouble with it. I don’t know if more time was the issue, because I also had tutors. Some of them didn’t really know OpenGL. At least I did my best and tried.

I set up the camera using the camera.ProcessKeyboard input commands and letters on the keyboard of WASD and QE. It allows the user to move the screen to the left and right, up and down, and rotate my building. My code isn’t that great. It does have a bunch of flaws but at least I figured out the camera in the end.

I’m not sure if my code is modular and reusable as in a lot of places, I commented out a lot of things and never deleted them. I feared I might need them again. But at least I created Vertex Array Objects, Buffer Objects, I textured my objects, and worked with the camera at the least. I really tried, although I’m not sure it came out the way I wanted it to be. I think I tried using sample code with lighting in it but had trouble adding the code for my building in it, so I left it out. Hopefully, next time I take a computer graphics class or C++ class, things will go a little smoother.

So, overall I think this project wasn’t the best of my projects, but was a good learning experience. Do not procrastinate. Do your reading and homework nightly no matter how tired you are. Ask questions in discussion board nightly. Always submit homework on time and do your best.