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EECS 672

Project 2 Report

My original idea for the project was to make an office building with a parking lot, but I decided that would look a little boring, so I decided to make a street instead and add a little bit of green. Some of the models are made very simply using a Block class. All the major models (the buildings, the trees, and the cars) use a combination of numerous blocks or cylinders together. I met the specifications by creating my own subclasses, creating an interesting looking scene, allowing rotation and panning, and making a lighting model. The most difficult part of the project was figuring out how to rotate the screen and the lighting model. Both are explained pretty explicitly in the class material, but for some reason it took a long time for both to really click for me. Another issue was figuring out how to make the end parts for the cylinders. Though mine works, it was done in a bit of a convoluted way and if I had more time, I'm sure I could simplify the process. One unique thing is that every time the program runs the buildings and cars will be different colors. This isn't to say that making that happen was a difficult thing to do, but just that I think it makes the scene a little more fun.