CS 330 Comp Graphic and Visualization

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Designing software involves a series of steps. I started by understanding the project requirements so I could achieve a better understanding of what I would be designing. Then I divided the project into smaller components, which made it easier to manage. I then laid out a plan before writing my actual code. This approach really worked for me, and I will be applying it in future work as well. My approach for developing programs is to write clean code that is efficient, easy to read, and well commented. I was also continuously testing and debugging my code for errors in smaller pieces so I would keep my code error-free as I wrote. While working on my 3D scene, I used new development strategies such as the lighting techniques, texture mapping, shader programming, and techniques to set up to control the virtual camera using the keyboard and mouse. Computational and visual graphics give a better understanding of how to create 3D realistic scenes, which can be important in fields such as game development or virtual reality. The knowledge and skills I have gained from this course will be very useful in my future educational and professional pathways.