Jackson Foster

CS-330-T5527 Comp Graphic and Vizualizations

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Reflection

For my scene the choices I made for shapes could have been better. I feel now that I know the complexity of this class and the complexity of OpenGl I could choose better object choices to make a more realistic design. I feel that the candle was a good choice for a shape, using a desk for a platform was a good choice. I also thought the pack of gum was gonna be more of a challenge but I ended up figuring it out. The hardest shape that I did not anticipate was the airpods case. I think that finding a texture for it was difficult to make realistic. I also found it hard to give a good realistic lighting for my example it seemed very bright. I think using the sky blue background also gave it too much of an open effect than I was hoping for it which also would make the whole concept of my scene less realistic.

To move around my scene I fell I did a good job doing. To move around you can use the W, S, A, and D keys to move forward, backward, left, and right respectively. You can also push the Q key to go up and the E key to go down. If you are moving around the 3 dimensional environment and feel like you are just not moving and the exact speed that you would want or even that you think is necessary all you have to do is use the scroll wheel on your mouse to go faster all you simply have to do is move the scroll wheel forward rapidly or if you wanted to slow down if you are moving way to fast you can scroll back on the wheel to hamper your movement speed throughout the three dimensional enviroment. The added movements made developing this landscape alot easier by allowing me to look at everything from all angles which helped quite alot.

I should have made better custom functions in my code to improve readability. I think with the plethora of information that was thrust upon me I was doing my best to understand and make it work, so for me I would reuse code in inefficient ways. Looking back now I could have compartmentilzed some code to make it more simple.