This has been one of the hardest classes I have ever taken, but it is also one I have learned a lot from. After having to restart the project 3 times this term, I really haven’t had the time I would have liked to develop all the features of this scene, but I have put forth the best effort given my circumstances. I haven’t fully developed what my scene could be, but for the purposes of this project I have hit the points I can hit. I chose my objects as being the prominent features of the scene. These include both simple and complex objects in the scene. Because I struggled greatly with this project, I have very limited features and my torus isn’t a true circle, but it is a torus like object.

In my scene, I have had the most success in developing the movement and controls. I had such a fun time developing how the controls should work to give the user the most ease. Using the w, s, a, and d keys allow the user to move forward, backwards, left, and right respectively. This allows the user to move around the scene and see things using different perspectives. The user can also use the q and e keys respectively for moving down and up in the scene. I asked my wife for which keys to assign up and down and she said that using e for going up would be the best option. The user can also use the mouse to change the direction they are looking. By moving the mouse, you can “look” up, down, left, and, right depending on the direction that the mouse is moved. Lastly, the user can use the mouse scroll to change the speed that they move through the scene. By scrolling up speed increases and scrolling down decreases the speed.

I wish I were better able to introduce custom functions in my project, but I only managed to use functions that control movement. When creating my image vertices, I also ended up limiting myself in the types of cylinders I could create, by not writing a custom cylinder function. I know that code is supposed to be written to be reusable, but this code should not ever be used again. This code is, unfortunately, written very specifically for this project and not meant to be reused.

There are a lot of things that went wrong with this project, but I am very proud of the work I put forth. I was also able to learn a lot through this process and know that I will be taking some time to learn more about OpenGL in the near future.