Justin Fanesi 6/23/24

CS 330 Final Reflection

The development choices for this 3D scene were carefully considered to create an environment that feels welcoming and familiar to users. The selection of objects like the sofa, coffee table, floor lamp, and bookshelf were intentional, aiming to create a cozy living room setting. The goal was to immerse users in a space where they could easily envision themselves relaxing and unwinding.

User navigation was a key aspect of the project. Implementing intuitive controls such as using WASD for movement and the mouse for looking around ensures that users can explore the scene comfortably. Users can also tap the O and P keys to change the viewport display the objects in the scene between orthographic (2D) and perspective (3D) views respectively. Also, the mouse slider to adjust camera speed adds a layer of customization allowing you to move the camera at your own pace.

To maintain code organization and flexibility, custom functions like SetTransformations, SetShaderColor, SetShaderTexture, and SetShaderMaterial were used. These functions streamline common tasks such as setting object transformations and shader properties, promoting modularity and reusability. This approach enhances code readability and maintainability, helping to allow future updates and additions to the scene with ease.