3-2 Milestone Two: Enhancement One Narrative

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The artifact I chose to work on was the final project I submitted for CS-330: Computational Graphics and Visualization. The objective of that assignment was to replicate an existing object using OpenGL. The object I chose to replicate was a table, though I also added the ability to rotate the table with my mouse and a texture that better matched the color scheme of the table. This was initially completed on August 12TH, 2020.

I chose to include this project for several reasons. It was the only class I’ve taken in my entire time at SNHU involving OpenGL, and I wanted to try to learn more of it. During my time working on the final, I struggled when I tried to do something as simple as change the shape of the light source. Instead of showing as something unique, it simply copied the shape of my table. I wanted to better understand how the various features (texture, light, movement) can interact with each other. During CS-330, I only got a quick introduction to it all. Though OpenGL can be frustrating, learning it made CS-330 one of my favorite classes in my entire academic career. My preference for this subject influenced my decision to choose this project.

This artifact demonstrated a highly polished product that was able to demonstrate my ability to manually move an object, produce light, and adhere a texture. It showcased my attention to detail when I not only was able to replicate the pattern on my table, but when I had to meticulously map out the exact positions of every single flat service of that table. That part alone took several hours to perfect. Still, I wasn’t fully satisfied with the outcome. Adding a second, unique object had bested me before—so I chose to do just that for my enhancement.

Unfortunately, I was unsuccessful in achieving my goal for this project. I wanted to essentially keep every aspect I already had and then simply add another object. That did not work out. I underestimated just how difficult it would be to get every aspect to work together. To get my second, unique object, I had to sacrifice everything else. Now I have a cube hovering over a table as they both rotate. Since I had to take away features, I don’t consider the project enhanced—it simply had a trade-off. I’m not finished, though. My plan to continue will be to slowly add a feature and see how the project ends up.

Overall, I learned a lot. The highlight being able to create multiple unique 3D objects. I also learned that trying to jam in another object into the code is a lot hard than originally thought. I did not consider how adding in another object would impact the other features. I assumed that there may be a few hiccups here or there in areas of code I overlooked and forgot to update, but I never imagined I’d essentially have to start over. I tried for countless hours to re-work my existing code in a way that would allow me to have everything I set out to achieve. Unfortunately, what I had just wasn’t working for what I wanted to accomplish, so I made the decision to scrap most of what I had to move forward.