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7-1

Justify the Development Choices for your 3D Scene

I originally tried to create 3D scene of a Mario House and well, that did not go to plan. I tried but it was too difficult so I went with a simpler scene. After scrapping the Mario house design, I kept the floral texture I was going to use for my next scene. WASD were mapping for movement keys and QE were mapped for vertical movement. Looking at lighting, I added glviewport and glortho to create an orthographic and perspective view. I placed the lighting above the scene to help create a more natural look.

Explain How Users Can Navigate Your 3D Scene

The scene can be navigated through mouse and keyboard input with the mouse controlling the camera and keyboard controlling movement. As stated previously, the movement follows typical movement keys with forward controlled as ‘w’, back as ‘s’, left as ‘a’, right as ‘d’ with vertical controls being upwards with ‘e’ and down with ‘q’. These navigation controls were similar to most modern computer applications and games.

Explain Custom Functions within your Program

My code was organized similar to how most programs were within the course and tutorials provided. I wanted to keep things familiar and not change up too much, especially after changing scenes. I made sure the code was also formatted the same and kept clean. Although I am not the most proficient with OpenGL, I ensured to go step by step and used the debugging to my advantage in figuring out where my code needed to be adjusted. As someone who has played video games for most of their life, learning and creating OpenGL projects has been very fun and informative. I have gained an extra perspective on what game creators go through to create OpenGL programs.