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CS330  
22JUN2025

**Reflection**

Development Choices:

I chose to recreate a small scene based on real objects I had, like a pair of sunglasses, a walkie-talkie, a paper sheet, and a tablet switch. I picked these because they had different shapes (like spheres, boxes, and planes), and I thought it would be fun and challenging to model them in 3D. I also liked that I could use a variety of textures to make things look more realistic, like using “papel.jpg” for the paper and “lente.jpg” for the lens screen. The different heights and positions helped me practice object placement and transformations.

Required Functionality:

To meet the project requirements, I used textures, added lighting using the Phong model, and made sure each object had proper scale and rotation. I included two lights. One white and one colored to highlight different parts of the scene and reduce any dark or shadowy areas. All three lighting components (ambient, diffuse, and specular) are being used.

Camera Navigation:

The camera can be controlled using the keyboard and mouse. I set it up so the W, A, S, and D keys move the camera forward, back, and side-to-side. Q and E move it up and down. Moving the mouse lets you look around, and scrolling adjusts the zoom speed. This makes it feel smooth and easy to explore the scene from any angle.

Custom Functions:

I made a few helper functions to keep my code more organized:  
SetTransformations() handles all the scaling, rotation, and position in one place.  
SetShaderTexture() and SetShaderMaterial() let me quickly change the texture or material without repeating lines of code.  
SetTextureUVScale() lets me change how the texture wraps around the object.

These functions helped me reuse code and kept things from getting too messy, especially with how many objects and settings I needed to apply.