My choice for essentially what I’d take a picture of was probably the hardest one I made for this project. I hate taking pictures, and since I moved fairly recently and am not really the decorating type, I do not have a lot of things that could really be modeled,, and what I do have is largely in boxes; which don’t really make for interesting work. So, I chose one of the bathrooms for having the least amount of stuff to get in the way. From there, the choice of what to focus on was pretty easy, since there wasn’t really much else to try and make in the scene. I did have to make somewhat large concessions in terms of accuracy to the model for a few reasons. A big one was that, shockingly enough, there aren’t exact representations of the textures that would belong in my downstairs bathroom free and/or easy to find on the internet, so I simplified and changed where needed in order to make sure it was still clear what was what.

A user can navigate the scene by using W, A, S, and D to pan the camera forward, left, backward, and right, respectively, and Q and E to pan it up and down. The user can also use their mouse to ‘look’ around the scene. I briefly tried to implement a system to lock the user’s cursor to the scene window when it was in focus, but the resources I found for doing so seemed to suggest it would take a good deal of effort and changes in other parts of the code, and so I chose to continue on without this system so I did not hurt myself.

The biggest thing I did to organize and modularize my code was using comments to make clear what each mesh was meant to represent, and I kept them grouped together in what I hope was an intuitive manner