Now that I have completed the project for this class it is time for some reflection. In this reflection I will discuss my justifications for the 3D scene I chose, I will explain how you can navigate my scene, and then I will talk about the functions in my scene. I would also take some time to just discuss my approach to the project in general, because I feel it will help get my ideas across for the rest of it as well.

Let’s first talk about why I chose the scene. The original scene was a pyramid, a cube, a cylinder and a torus. I chose this scene originally because I wanted to make sure I was sticking with some shapes that were both basic and perhaps a little complex to push myself in this course. Oh boy and push myself I did. I stated out with wanting to for sure have a pyramid in my scene, because I looked through the assignments and saw we would be working with a pyramid a lot and I figured that would be an easy transition because I had been working so much with it. I the chose the cylinder because I like the shape, very smooth. The cube I put into it because I looked and saw that was what a lot of the tutorials were going to be using. The torus was chosen just to have something a little fun in there. In the end I did end up cutting out the torus so I have the three shapes in there, and moved forward with it. In choosing these I also wanted to keep things simple. I was doing some research with some different scenes online, and being new to this I kept feeling overwhelmed when I was looking at scenes, because we chose our scene in week two, so I didn’t know much when it came to openGL. Lots of thoughts went into the planning of this scene, because when I couldn’t find things online to use, I went to my office and found objects around that I could potentially use. I went with simply shaded objects and simple textures.

As far as navigation of the scene is concerned it is simple. Basic keyboard and mouse functions will allow the user to maneuver through the scene. The simple button and mouse movement make it easy for anyone to open the scene and move around. Now it was meant originally to be able to move the scene used the W, A, S, D, Q, E, and mouse buttons. For some reason while I was going through my system was not functioning properly when I was using the key call functions, so I took those out, and have it basically just able to move around the scene. I originally put it to just have to click the mouse button itself to be able to move around but it got a little complicated. So, I went ahead and added the use of the ALT key in conjunction with the mouse buttons. I also added back the use of the F key to reset the scene if they want to go back to where they were.

Now we embark on the functions that are in the program for the scene. We have our basic camera functions that allow them to move about the scene using the camera header file I have in the program. This lays out the basic camera function and the functions for the keys to move the camera around and reset it. We also have all the buffers, drawing, bindings, and positioning functions. These are all used to help with the shapes being placed into the scene. We also have the function in there for the lighting so we can have lighting in the scene to help add depth and character to the scene.

Overall, this class has been very challenging throughout. I appreciate the things that I have learned. I am not sure how much I will use it going forward, but if I do I will be glad that I took this class. Throughout this class, I would get help from tutors when I could, and used all the module videos but not everything clicked. This class had my struggling, but I am not one to give up, and I did push through. In the end it wasn’t my favorite class, but if it is needed it is something that I am glad I did take.