Logan Hoots

CST – 310 MWF155A

Project 2: 6 Pictures

1. This is my first picture. It’s from my first scene. I picked this picture because I figured there would be a lot of little things on the tv stand to make it a cool thing to code with OpenGL.

A flat screen tv sitting on top of a television

Description automatically generated

1. This is my second picture. It’s from my first scene. I picked this picture for the same exact reason as the last picture. But I figured having a variety of different objects on the tv stand would be cool.

A flat screen tv sitting in a room

Description automatically generated

1. This is my third picture. It’s from my second scene. I picked this picture because I thought the drums would be a unique picture. And considering most of the shapes in a drum kit are cylinders, OpenGL would be perfect for that.

A picture containing scene, stage, table, indoor

Description automatically generated

1. This is my fourth picture. It’s from my second scene. I picked this picture because I thought the guitar pedals would be colorful and very visually complex.

A picture containing indoor, floor, sitting

Description automatically generated

1. This is my fifth picture. It’s from my third scene. I picked this picture because I thought the Dungeons and Dragons dice would be visually interesting considering they are made of different geometrical shapes considering making that in OpenGL, this picture should be relatively easy.

A picture containing floor, indoor, table

Description automatically generated

1. This is my sixth picture. It’s from my third scene. I picked this picture for similar reasons to the fifth picture. I figured there would be a cool having a variety of shapes.

A picture containing floor, indoor, table, sitting

Description automatically generated