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CS 330

SNHU

Overall the development for the project was engaging and resulted in a scene I was not sure I could create at the start of the course. When I started the class, I felt like choosing a house scene would ultimately be the best choice because the main feature of the scene uses two key primitive shapes. As I thought more about the project, then came in the idea for trees to either be pyramid shaped or spherical. Tree trunks could have either been long cubes or cylinders. I think this was a safe route for a beginning graphics developer and I am glad I did it. Additionally, there are a few more reasons as to why my scene is successful. The first reason is due to using a limited shape selection. I use exactly four shapes: cylinder, sphere, cube, and pyramid. My “planes” are really just cubes that are short in the Y-axis. They get stretched out on the X and Z-axis to become ground. I used cylinders for all of the trees, which made programming that portion simple. I think my scene is also successful due to small things such as consistent and limited textures. This makes things less distracting for the viewer. Also, another small change like setting the background to be sky helps give the primitive scene a bit more reality.

I included some intuitive control functions in my program. First, the user can use the WASD keys to move around, with the mouse button able to rotate slightly. By combining the usage of A, D, and the mouse, you can rotate around the world to find things such as….the back door of the house. A user can also press Q and E to go up or down respectively. In addition, TFGH and IJKL also control light cube one and two. RY and UO go up and down for the respective light cubes.

There aren’t too many unique functions in my code, but I did integrate a few for loops to create my trees. Instead of initializing a new object for each tree, I generated my tree objects in a loop and reset the attributes during each loop iteration. That’s why you can see the pine trees in the back-left of the scene look the same, but are only translated slightly across the scene. Also, the small sphere trees on the right side of the scene were generated using a for loop.