Project Two Design

CS-330

Madison Sliney

My choices for my 3D scene were selected to try to mimic the original to the best of my abilities. I decided to add extra detail with the broom stick using three different shapes, as well as adding textures like the real objects. I also used the lighting to show the strong highlights from the bright lights, while also capturing the time of day which was night. I made sure that my program was free of errors so that it could run smoothly. There were some aspects that were missing that I had to correct to do so. This included missing aspects in my OBJECT\_MATERIALS. I also had to correct the file I was placing textures in, as well as changing some of my textures so that they would show up. I had an issue with my textures fitting properly or my shapes just being completely black but was able to correct the issue. A user can navigate my system using the WASD keys for forward, back, right, and left motion, and QE to move up and down. Custom functions that I used to make my code more modular and organized include adding custom colors. This can be reused with various objects by setting the shader. I kept my program organized by using comments to make editing easier. I also used techniques that I could implement in various aspects of my program such as with rendering and lighting.