CS330 final project design decisions

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Justify development choices for your 3D scene.

Most of my design decisions pretty closely followed my initial project proposal aside from a few simplifications. For starters I had initially planned on making the tabletop transparent, however, I was told by a friend that doing so was quite difficult so I simply chose a solid texture instead. Additionally, I had initially planned to use many thin cylinders for the leaves of the tree, however, I realized that that would require potentially hours of tedium and also that I needed more varied shapes in my project so I opted to instead just use a textured circle. Most of the rest of the choices boiled down to simplifying things like the couch and texture count simply due to the fact that I had already fulfilled the given requirement and had an adequate representation of my proposal image.

Explain how a user can navigate your 3D scene.

The user can navigate the scene using the arrow keys to move the camera and the mouse to pan the camera. Additionally, Q and E may be used to move the camera up and down and O and P may be used to switch between orthographic and perspective views.

Explain the custom functions in your program that you are using to make your code more modular and organized.

The only real function I developed for this project was the function to switch to and from an orthographic view which is self explanatory. Most of the rest of the code was edits to and copying code from prior assignments.