**7-2 Reflection**

**Justify Development Choices**

The objects I chose for my 3D scene were objects that were just around my house the met the requirements for the Milestone project. I chose these objects specifically because they would present a challenge while not being exceedingly difficult, I am still learning a lot about C++. There were a few ways to go about developing this scene, throughout the course I heard of many different methods that were used to create objects, I stuck with the simplest form. I used the OpenGLSample code and manipulated it to suit my environment. Creating a plane and a cube was the first step, I then changed the shape of the cube and added textures for each object I would be modeling. I then rendered those textures onto the proper objects applying shaders. The only difficulty I had throughout this class was adding light, I still cannot grasp how to add light properly, I have gone about changing my shaders to lighting shaders but my code only either stops working, or my shapes lose their composure and blow up into many triangular figures.

**Explain How to Navigate Scene**

The user can navigate through my 3D scene using W to go forward, S to go back, A to go left, D to go right, Q to go up, and finally E to go down. The mouse cursor and scroll can be used to adjust the speed of the movement and the orientation of the camera. (Switching from Orthographic to Perspective was difficult for me to bind to a key.)

**Explain Custom Functions**

The way I coded the scene was very neat and organized along with there being notes above the actions to pinpoint exactly what area of the code we’re working with. Whether it comes to textures, or the shaders, everything is neat and organized. With the teacher’s examples, the format that I applied the code became a lot better to understand because it was explained more in detail, and it allowed me to understand how to construct my scene a lot quicker and easier.

I decided to create all my Cylinders in the same place instead of separating them within the environment creation, because it allowed me to see them a lot easier. I also commented out each object in the rendering section as to stay organized and not lose my place when binding textures to them, a lot of back and forth was involved in this so it helped a lot!