

Project 2 Report

I got the idea for my project from my house. I decided to try to model and create my room. This inspired me because I thought it would be cool to create something that I see in real life on a regular basis created on the computer. To generate the model I first sketched it to make sure that all of the pieces were oriented and were able to be created. I then split each item in to its subparts so that they could be easier drawn. Then I tried to create what I had sketched in OpenGL. In order to meet project specifications I made sure to incorporate at least 3 different subclasses into my library, which are the building blocks for creating my models. I made sure to try to use each subclass as much as I could. The thing that caused the most difficulty for me was the actual code that was needed in order to create a lot of the items that we discuss in class. I feel like I completely understand the ideas that are talked about in class, but when I tried to code the same things I was drawing a lot of blanks. The next hardest thing probably was making it so that objects could be placed dynamically although this difficulty is dwarfed by the first. The interesting thing in my project that I would like to make note is that the shelves on each of the bookshelves are created when needed. This made it so that I could create however large of a bookshelf and it would gain more shelves as it grew.