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Module 7

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Reflection

In this course, we used Opengl to create a 3D scene in which the user can manipulate the camera and travel through our own custom world. Our Opengl project was written in C++ in Visual Studios and features a lot of new skills that we have learned throughout the course. We first started by creating a list of vertices that would shape our objects. Once we created these vertices, we progressed through the graphics pipeline in order to render our objects to the screen. Important design decisions were made along the way, such as what color to fill our vertices in with. Eventually, we learned how to wrap our objects with a texture. Most notably of my project, was the Chapstick that was sitting on a stack of notepads. I basically wrapped a cylinder object with the image of a Chapstick logo.

The user is able to move through our scene and control the camera because we imported the Camera class in C++. This class allows us to run a continuous for-loop that is continuously checking the cursor position. Through this use of cursor manipulation, the program will render different angles of the scene. I decided to setup my player movement with the W, A, S, and D keys. These keys will move the player forward, backward, left and right respectively. The mouse controls where the user is looking at, so if the user moves the mouse left, the camera will pan to the left.

I think that my code is very reusable because if I wanted to create a different image, I can just change the object shape, include new vertices, and a new texture image to wrap the object with. I also commented my code properly so that it is very easy to read and understand what is happening at all times.