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Professor Phillips

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7-1 Design Decisions

While I was not able to fulfill all my ambitions for the scene, I tried my best to apply the practices I have learned throughout this course into what I was able to provide. I selected the island as it was a relatively easy complex shape to design and visualize in 3D space. I also attempted to draw the plates and jar that I had originally planned on, however, after hours of toiling they would not ever be in the correct spot on the scene. That was my biggest problem throughout this course was visualizing the placement of objects on a 3-dimensional coordinate plane. I tried to keep the program simple while incorporating the required camera and lighting effects, but overall, I wasn’t able to achieve all the functionalities I desired to have. A user should be able to navigate the scene via the rudimentary camera controls through their keyboard with the W, A, S, and D keys. I did my best to keep the code modular and organized by using specific functions for drawing the objects, drawing, and managing the lighting objects, and implementing camera controls. In this way, I feel I demonstrated fairly clean coding practices, however, there is a lot I still need to improve on.