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The scene I have selected for this project is of a simple bedroom, comprising of a bed, pillow, bedside table, window, and a cat plushie. I chose this scene because it depicts my room in real life, although it is less detailed and cleaner. The objects in this scene were picked to convey the meaning of a small, yet comforting room of someone who liked the nighttime- as seen in the window’s background- and is comforted by plushies- as seen with the cat plushie. To convey my scene better, I also added certain textures to the bed, plushie, floor, etc. that comprise of real-world textures- such as linens and wood.

I had to keep in mind of the camera movement, opting for simple WASD movements and the ability to change how fast the camera moved through the scene. These movements help the viewer move through the bedroom with ease and allow precise movement. The movements work best with a keyboard and mouse, though OpenGL allows for other input devices such as joysticks and touch screens.

The code I have created is organized in a way where anyone can easily search through the functions used and understand why they are used through commenting. The commenting ensures that I, as the creator, do not get lost when creating my code, and any potential viewers of the code understand why I used certain functions. The code is easily maintainable as well, as the functions I have used are easily modifiable and allow for additions to the objects in the scenes, as well as any potential light sources and movement controls.