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As far as my career at SNHU is concerned, this class, by far, is the most difficult that I have endured. I actually wanted to learn OpenGL and computer graphics prior to taking this course. I regret that the pace and format of this class didn’t exactly lend itself to learning a broad understanding of OpenGL. I will continue learning OpenGL on my own, as that is a direction I would like to take my career as a Software Engineer. The struggle with this class was real. There were many directions I wanted to go with the development of this project. It seemed that through out this course it was a constant struggle of trying to abstract out functionality, fail to get that working, and then remove the abstraction in order to get the program working. I was able to achieve some abstraction like the Shader, Texture, Material, and Renderable classes.

Navigation within my project is as follows. The W and S keys zoom the camera in and out. The A and D keys rotate the model clockwise and anti-clockwise about the Y axis. The Q and E keys rotate the view about the X axis. The P key switches between orthographic and perspective views. Finally the mouse looks around.

The custom parts of my program are primarily the abstraction. The classes I wrote for this program could be easily reused in other graphics programs and possibly a game engine as well. In fact throughout this course I have been reusing the code from milestone to milestone.