Southern New Hampshire University

CS-330-T2651 Computer Graphic and Visualization

7-1 Final Project

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The final project has proved to be extremely challenging; I have spent endless hours working on the project trying to get the more realistic representation of the picture previously submitted my skills allowed. I started my work using the code provided under tutorial 6-3 as a guide, my original plan did not go so well because although I was able to load different textures to the program, I was not to create a cylinder. I researched all the course’s materials and online and tried using gluCylinder, using algorithms, ensuring glEnable or glBegin were included as well as terminated using a command like glFlush, the cylinder would fail to be displayed every single time. After failing at every attempt in using one the libraries already loaded in the project, I decided to utilize the Cylinder.cpp file that was included in the in the Cylinder Example folder shared on week two of this course. Unfortunately, I was not successful in my alternative method of adding a cylinder shape to my scene due to conflicts between the libraries that I was not able to resolve. As the project’s deadline drew near, I had to collect the skills acquired in this course and do my best to represent the scene selected with the most amount of the requirements included in the program.

The 3D scene overlooks a few household items in a plushy background. Using the keys ADWS allows the operator to move the camera around to allow for better visual of the overall scene. Mouse clicks rotate the image revealing new angle outlooks to the subjects. I hit another speed bump when trying to configure the upward and downward motions listed in the rubrics, I was confused whether the expectation of the movement should mimic a panning motion, I was still unable to program such movement in the project folder I used, and per my research looks like the shader files already attached lacked such ability. I do not feel like I have the skills required to properly edit the shader files that would result in the expected outcome.

While working on my code, I tried maintaining the same function structure that already existed, since I spent many hours analyzing and studying the program, it made sense to keep it in the same order to avoid additional issues and confusion. The process of trying to change and adjust the code has been extremely helpful in teaching the software development process. I still find most of the written explanations of OpenGL included in several resources to be very confusing, understanding the mathematical equations expected to draw certain shapes were not the issue, but translating that into a programming language I had never had any exposed proved to be painfully difficult. I am aware I was not able to fulfill all the requirements for the final project, but I feel quite accomplished with my project given the degree of difficulty I have encountered during the programing process. The function developed is a great building block towards a more robust design as I continue to build my OpenGL skills and knowledge.