

Project #4 Report

For my final project I used my already created scene and updated it to improve the overall look. The first thing I did was add texture to my scene. I started off with the floors since I felt this was the easiest part to work on. The surface is flat so I only had to worry about the four corners of the surface to generate my texture. After some time looking on line I came to the textures seen in the scene. For the big part of the floor, I used a texture that looked like some gyms use. It has the bumpy texture that resembles the soft padding a lot of gyms like to use. For the gray walking strips I used a similar look but with more noticeable bumps. It looks like what my old gym used so I thought it was a great addition to the scene. I then updated the lifting boxes to look like the fake wood gyms place in those areas. I gave it some extra shininess to try and help resemble the ones that gyms tend to use.

When I was done with the texturing of the floors, I moved on to making my translucent objects. Here I decided to remove parts from both sides of my side walls to put in glass windows in. I made the entire window to take up most of the wall length wise. This is how my current gym has their windows on one of their walls so I decided to mimic that. I found a blue tint color and an amount of translucency that I feel gives the effect of windows. Originally it was hard to tell that the window was there and it was not just a whole in the wall unless you were looking from the outside in. Because of this, I added grass and a sidewalk outside the right side windows. I later darkened the windows, but I left the grass and sidewalk just for added looks to the scene. To my surprise, the windows became my favorite part of the scene. They are big enough to rotate around and be able to see a big part of the inside, and it reminds me of when I walk past my gym windows just before going in. I feel that the color and translucency I used did a pretty good job of simulating what my gym's glass windows look like.

Now that I had all the requirements done for the project, I decided to keep adding texture to my scene to get more practice in. I updated my code to allow me to add metal texture to my lifting bars. It's a little hard to see from a distance, but the closer you get to them the more noticeable the silver metal texture is. This meant I had to add some texture to my weights as well since I was using my cylinder class to make them. I didn't go extravagant with the texture on those since they are supposed to be a plastic-like material. In fact it is a little hard to tell unless you get right on the weights unless, like me, you had been staring at the old style weights for ever. This also meant that I had to update my disk class because I used them to be my end caps on my weight bar and my weights. Therefore I updated the my code to allow my disk to have texture and complete the look of the cylinder objects that needed them. I then added some basic texture to the walls. I did not want to do anything too overpowering since there is a lot going on texture wise in the scene. I used a basic wall texture that has subtle changes to it. Lastly, I added the black tarp-like texture to the top of my workout boxes that I have spread around the scene. This was something that I wanted to do no matter what since it was a texture that anyone going to a gym knows about. It also stand out a lot so I think it was a great addition to my scene.

Now that I am done with the project, I honestly don't want to be. These are some of the most fun assignments I have had and I really enjoyed creating and learning about it all. I can honestly say that in my free time I will be trying to improve on my scene, and probably try to start a new and different personal project. There is still lots more to it that I would like to get to know.