When I started building my 3D scene, I wanted it to feel simple but still relatively put together. I decided on objects that worked well together, such as the cup, crackers, and cheese. While there were other objects in my original photo inspiration, I felt that these items would get the overall scene across. My cup is made from a few shapes put together and scaled differently, which helped it look more realistic even though it’s built from basic shapes. The crackers and cheese were somewhat tricky to figure out because I knew I wanted to do multiple of them, but I ended up using flat shapes and careful texturing to make them a bit more natural in the layout. My main focus was making sure you could feel the warmth of the scene even if it was still very bare bones. I also tried to be smart about reusing pieces of code and positioning objects in a way they would appear on the actual board instead of hardcoding every little thing.

The camera controls let the user explore the scene from all angles. You can move around with the WASD keys and use Q and E to go up and down respectively. The mouse controls the camera’s direction, so you can look around freely, while the mouse wheel dictates how fast or slow the camera moves. You can also toggle between perspective and orthographic views, which helps you see the layout in different ways. Setting this up made the scene feel more interactive and smooth to move through.

I definitely wish I had used more custom functions to keep things organized. Honestly, it was my first time ever interacting with 3D coding and I felt more comfortable taking from other assignment examples and adding them to my project rather than creating my own. If I could do things differently, I would probably make a function for each object that I repeated (the crackers, cheese, grapes, and cherries) so that I wouldn’t necessarily have to use as big of a for-loop for creating the objects. This would probably keep it a lot cleaner and less complicated.

In the end, I think it was a good learning experience and while I stayed within my comfort zone, I also now have a bunch of tools in my pocket for the next time I want to play around with 3D. I learned a lot about different texturing, lighting, and materials to give my objects personality while keeping the code clean. It’s not overly complicated, runs as it should, and looks generally cohesive, which makes me feel like I have accomplished a decent little scene.