Enhancement One Narrative

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The artifact that I chose to use for my enhancement for the Software Engineering/Design portion of the ePortfolio was my final project from my CS 330 class. The project was created in December 2020 and the original purpose of the project was to demonstrate my ability to use C++ and OpenGL to render an object in a three-dimensional space. In the project, I chose to render a chair and apply a basic lighting effect and a wood texture to the chair.

I chose to use my CS 330 final project as my artifact because it really demonstrates my ability to use C++ and my ability to render an object by calculating the vertices and using hundreds of triangles to create the object. I found this project really interesting since it’s similar to how game developers render their objects in video games. It was pretty easy to choose this as my artifact due to my growing interest in it. My enhancements include changing the rendered object from a chair to a cup, by making it a smaller object I can increase the complexity of the object, and I will also create and texture the surrounding environment. The enhancements will show my ability to use a design solution and solve logic problems.

Since I didn’t take this class too long ago, most of the information was still in my mind, but I did have to do more research into how I can create a more complex object by increasing the amount of triangles since our final project was limited to a maximum of a thousand triangles. Not only did I have to learn how to use more triangles, I also had to learn how to render the object with multiple textures.