Samuel Bailey

Final Project

CS-330

My final project was created from the picture submitted earlier in this class. The picture was of my desk setup that I use for working. In openGL I was able to create 4 different polygons from the photo. The first object is a computer monitor and it also has another object underneath it(the stand). In my setup I have two monitors so I actually have 2 computer monitors and two stands to make my four objects. OpenGL also has great lighting integrations that we can use to light our scene. I use a white LED light to light the front of the monitors which is the same LED that is in the picture. I also have a picture of the monitor for the texture of the objects. The texture is of a computer monitor that represents a screen for the object monitor. Both monitors are covered giving me the same texture. There is also a camera movement system implemented into the project. It allows the user to move around the object to see the full scope of the project using the wasd keys. You can also use a mouse to look around in the 3D scene. Most of the functions used in this project are from the OpenGL library and are given functions. There is a few custom functions to help integration with the project into the library. Mainly used for helping the user understand. The code is also all well commented and split up correctly showing proper programming etiquette.