For my final project I want to make a Christmas wonderland. I will use my existing HW5 as a starting point, but I will change this entirely and only use a few components from the existing objects. This scene will be set in a forest with pine trees covered in snow. There will be a foot- step path through the forest that the user can follow, which will take them through beautiful scenes. There will be a Log cabin that is decorated with candy canes and Christmas lights, and a Christmas reef. The roof of the Log cabin will be covered with snow, and there will be windows with light coming through them. There will also be snow drizzling out of the sky to add to the beauty of the scene.

Most of the objects I mention will be textured.

I plan to have created beautiful and complex snowy pine trees, the snowy ground and an improved first person navigation by the progress report. Right now with my First person navigation there is not an ability to look up, so I would like to add this ability. In addition I would like to start decorating the Christmas tree with balls and lights and get started on the Log Cabin. I hope to get started on textures as well if I have enough time!!

Stretch Goals:

Footprints added to the snow when walking with first person navigation. (Be able to look down and see your feet)

Add a river or lake by the log cabin that has a reflection of the moon.

A bridge crossing the river or portion of the lake.

Ability to look through window and look into house and see a fireplace, furniture and other objects.

For the background, use an image of snowy pine trees and mountains. I would also try an image of the northern lights and use whichever image looks better.