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CS-330

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Module 7: Final Project

I wanted to select a scene that would be simple and challenging since I hadn’t done anything like this before. The scene had other objects, but I wanted to focus on the plants since they contain two objects to create the plant itself. I wanted to add more items when I developed the scene, but time constraints and my current skills stopped me. Adding the phone to the original scene would have been fun because of the reflective surface on the phone. It would have been nice to add a reflective image on the phone as well. Like it is reflecting something in the background of the scene. I didn’t consider the lighting when choosing this scene, but it did end up working out. Since the scene was majority white and a bright light. It was simple to apply the lighting.

The users can navigate the scene using WASD keys. They can pan left and right with Q and E. They could use the mouse wheel to change the speed of the zoom. A joystick could be used as well. The stick would act as the WASD keys. The other keys would act as Q and E. It would be nice to add more devices to view and navigate the scene. I think utilizing VR in this sense would be cool. I know for the company I work for; we used this when developing buildings for our clients to view their building ideas. It acts as if they can walk through the building. This has helped us buy the client and ensure they trust us to develop the building for them. I think developing a video game would be fun and that is another device I would like to implement at some point. Being able to control an avatar in this space would make sense depending on how it is developed.

I am biased in this; I like to think that I have my code organized, and it makes sense. It was helpful having some of the code written with where we can make changes. I did enjoy that portion of it because I do not consider myself a very talented developer. Sometimes I did find it challenging to local the code I was working with, so I guess I can’t say that it is 100% readable but I did make changes to fix that. This did become more important as I added to the final project. More and more code was added and it was important to ensure that code was organized.