

# Final Report

From what we discussed the parts of the project that met their desired goal would be the importing of models and clothing, as well as the ability to switch between different models and an interface for the user to be able to interact with the clothes on the model and view different types of clothes on the model. I was also successful in creating a working environment scene for the model to be inside. The skybox was slightly successful, its downfall was with the reflective floor object, it would take a bit of debugging to fix but it is creating issues with reflecting the skybox and the other objects in the scene. This also created a bit of issues with the materials that you can change for the clothes on the model, they currently only work on the shorts of the beach outfit. Overall, the project met a lot of the goals that I intended for this project, and with a bit of debugging I think this project would be fully functional. The one thing that I was not able to implement was the animated models, it would take a bit of money and time to get it working well, with high quality models and animated clothing as well.