Project One: Reflection

I chose the shapes for my scene because I felt they would be the easiest to work with while recreating the image for my final project. The house is mostly made up of a box and prism. I used two separate boxes and prisms as the house has a recessed right half. I also added cylinders to represent the chimneys on both sides of the house, as I wanted to ensure I was using 4 different shapes (the plane is used for the ground).

I didn’t do anything particular to set up controls. We mostly had the code provided to us, and the only changes I needed to make were the Q and E rising and falling. The switching camera perspectives was provided by the OpenGL sample project.

I do not believe I made any custom functions.