**Module Seven: Reflection**

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**Reflection**

**Introduction**

As a Computer Science student at Southern New Hampshire University, I created a 3D scene by picking objects that were easy to shape with basic meshes and by setting up simple camera controls. In this reflection, I will explain why I chose these objects and how I kept the code clear and organized. I will also show how I handled loading textures and materials efficiently.  
 **Reflection**

I chose objects that have simple shapes and layered parts so I could build them from basic meshes. This made it easier to combine multiple primitive shapes, like cylinders and boxes, to form more complex objects. I used these pre-defined meshes and applied transformations until the scene looked as planned.

To let users move around, I set up basic camera controls that respond to keyboard keys and the mouse wheel. Pressing W, A, S, and D moves the camera in the horizontal plane, while Q and E move it vertically. The mouse wheel adjusts movement speed, allowing for both quick travel and fine-tuned positioning.

I wrote custom functions to keep the code organized and avoid repeating the same steps. For example, I created a function to load each texture or set material properties once, then used it whenever needed. This approach saves time, makes the code easier to read, and keeps everything flexible for future changes.

## **Conclusion**

In the end, I built a scene that looks good and is not too hard to manage. My choices made it easier to adjust object placement, lighting, and materials. This approach should help me with future 3D projects.