

# Final project information

## **Where did I spend my time?**

There were two main categories with regards to how the majority of my time was spent. The first was debugging. I would say that the majority of the debugging time was spent trying figure out how to have multiple textures be present in opengl. If I were to have used a single shader this would have been a lot easier because most of the tutorials online are how to do with just one shader. Being that I have 4 shaders it took me some messing around with and attending office hours to resolve this. The next category would be what I would consider the more fun side of this project and that was experimenting to find interesting and unique effects and color combinations. I had a lot of fun while doing anything related to this topic.

## **What am I proud of?**

One of the things that stands out the most to me when thinking about what I am proud of is the level of organization of the main.cpp file. I took some serious time and tried to organize it in such a way that it wasn't a giant mess of incomprehensible muck. I had that feeling after finishing project 1 and I really wanted to make up for that on this project. I think the way that I used the render manager class to cut back on overall amount of code wound up working out really well and want to try to use that strategy more in the future whenever possible. Another thing that stands out to me is the fact that I was able to come up with a texture effect that wound up looking so cool! I tried a lot different techniques that I have used in unity that didn't look so great in opengl. I felt very clever when I came up with the idea of a "shifted unit circle" and that it actually worked! The final thing I am proud of is the fact that I made something. As silly as that might sound this is the first software project I have put together without it being an explicit homework assignment. That to me is really important and has been a really special part of this project and my motivation to really give it my best shot.

## **Files to look at:**

- main.cpp
- ShaderPrograms.h