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CS330

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Milestone One

I chose to do the picture provided below. In this picture we can see a coffee mug, a laptop, a cylinder-like shape that I think is maybe that of a camera lens and some headphones. I will be replicating these items in my project. The scene consists of a table which I will be implementing as a plane. The laptop will consist of two boxes, the coffee mug will consist of a tapered cylinder, the headphones will consist of a sphere and a torus, and I will be using cylinders for the camera lens looking item.

I feel like using these items will represent a well-rounded project. Using more shapes to my advantage than using less. This will allow me to have more experience with shape development. I can flatten down the boxes and spread them out to make the two components of the laptop. One box will be vertical, and one box will be horizontal. Stacking the vertical box onto the horizontal box. I will create a third box to stack onto the horizontal box to resemble the keyboard, but I do not think I will be creating the keyboard for that will consist of a lot more smaller boxes.

The coffee mug sits on a flattened cylinder; I will then construct the coffee mug using a tapered cylinder. Attaching a torus to the mug to resemble the handle. The headphones, I believe, will be the most interesting to replicate. I believe if I make two spheres to create the earmuff part, and the blend in a torus to the spheres… I can get away with making the headphones. Taking care of the camera lens I will be using a cylinder for the main body of the lenses. I will probably then stack a smaller flattened cylinder on top to give that more smaller looking cylinder on top.