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CS 330

Final Project Design Decisions

09-08-2024

A computer on a desk

Description automatically generated

In this assignment, I selected the image of a desktop scene to replicate in 3D using basic shapes. The major objects in the image include a monitor, keyboard, mouse, and a coffee cup. Each object was broken down into simple 3D shapes to create an accurate representation of the scene.

The monitor is represented by a box for the screen and a cylinder for the stand. The keyboard was simplified into a long box for its base. The mouse was created using an elongated sphere to give it a rounded shape. The coffee cup was constructed using a cylinder for the main body and a torus for the handle.

One of the more complex objects was the coffee cup, which required two shapes: a cylinder and a torus. This combination allowed me to accurately represent the shape without unnecessary detail. To simplify the scene, I combined certain objects, like the keyboard, into a single shape rather than modeling individual keys.

This approach allowed me to maintain the essence of the scene while keeping the 3D model manageable.