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CS 330 | SNHU

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Module 2 Milestone One

I have decided to make a 3D rendering of my computer setup. This rendering will consist of 2 monitors, a set of speakers, a desk (including shelves), a mouse pad, a mouse, a keyboard, PC, several controllers, and one or two other miscellaneous objects. I have chosen these objects for the render because of the range of shapes I will need to use to get it to work. For instance, my speakers are not round, but rather hexagonal with rounded edges. Shaping these will require a combination of different shapes to pull off. I could create a cylinder, then attack some rounded triangles to it, or I could simplify the shape by simply using overlapping prisms.

The monitor, mouse pad, keyboard, and PC will all consist of boxes and planes, since their shapes are simple. The PC may be more complicated internally, since there are fans and parts inside of it, but these are remedied through simple prisms, boxes, and planes. The mouse may be more complicated, since it is half-ovoid with a tapered edge. The monitors are also different models from different manufacturers, so they will differ in several ways. I will not include every object on my desk, as that may be more work than necessary.

