3D Shape Analysis of a Computer Setup

To replicate the selected image of a computer setup, I would use the following 3D shapes to model the major objects. First, the monitor would be created using a box for the screen, with slightly rounded edges to achieve a modern look. The keyboard, which resembles an Apple keyboard, would also be modeled with a box, but with softened, rounded edges to reflect its sleek design. Second, the mouse, which resembles the Apple Magic Mouse, would be replicated using a combination of a flattened sphere for the top and a thin plane for the bottom. For the pencil holder, I would use a rectangular box with rounded edges. The pencils could be modeled as thin cylinders with cones at the tips for the points. Lastly, the coffee mug would be constructed using a tapered cylinder for the body, with a torus for the handle. The top edge of the mug would be slightly rounded to reflect the drinking surface.

An object that would require multiple shapes is the monitor stand. The stand would be created using a tapered prism with four sides, starting narrower at the top and widening as it moves down. Near the base, it tapers slightly again before connecting to the desk. The four corners would remain consistent throughout the structure, giving it a sleek and modern design.

To simplify the scene, I would combine the desk and the background wall into flat planes, removing any unnecessary details like individual keys on the keyboard or textures on the books.

A computer on a desk

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