**2-5 Project Proposal**

Beth Campbell

Southern New Hampshire University

CS-330: Comp Graphics and Visualization

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A person sitting on grass playing guitar

Description automatically generated

For this image, the guitar would be made from a cube that will be reshaped and scaled for the body. The guitar neck will also be a cube that is reshaped. The headstock will be made of a combination of cubes and cylinders. The fretboard will consist of cubes that have been elongated to git the neck. Tuning pegs will be made with cylinders. The bridge will be cubes and cylinders. The grass would be a mixture of elongated cubes and cylinders to create dimension.

The man’s body would begin with a cube shape. His head would consist of a sphere for the face, pyramid for the nose, spheres for the ears, cylinders turned sideways for the lips. His hands and feet would be a combination of cubes for the main parts and cylinders for the toes and fingertips. His arms and legs would be made from cylinders that join at the elbows and knees. For the man’s sandals, a combination of different sized cubes could be used.

The trees in the background would consist of pyramids for the trunks. The leaves would contain cubes and cylinders branching off of torus shapes. This would add depth and dimension.

The greenhouse in the background would be made from elongated cubes for the frame and elongated clear cubes for the glass.

For the build up of the different dimensions, a plane would be used. The grass and man would sit along the bottom of the plane with the greenhouse and trees being set in the background. The plane would allow for texture mapping with the grass and the ability to amplify my use of lighting.