Brad Follett

1/20/2023

CS 330

**2-5 Milestone: Project Proposal**

A yellow video game controller and a screwdriver and a drink

Description automatically generated

I anticipate using the photo above to recreate it from 2D to 3D. The objects in the photo include an Xbox controller, Starbucks coffee, a flat head screwdriver, and Ice Breakers chewing gum. I think these objects will be good choices for this project because they are all different sizes and already have different perspectives. One of the objects I will make in 3D is the Starbucks coffee because of the position in the photo it is, and it will really feel like it is popping off the screen, and you will be able to grab it and take a drink of it. Another item from the image I will be making into 3D will be the flathead screwdriver. I feel like it will be a good challenge to have to have items in 3D that are completely different sizes and will make the photo pop.

When bringing the glassed Starbucks coffee, Xbox controller, ice breakers, gum container, and flathead screwdriver into 3D, my plan involves using a mix of basic shapes to capture the essence of each item. Picture the coffee glass as a cylinder combo for its main body and a sphere for the liquid inside. The Xbox controller gets its shape from cubes for the body and buttons, cylinders for the thumbsticks, and planes for those sleek surfaces. The Ice Breakers gum container forms with a cylinder for the body and a torus for the lid. As for the flat head screwdriver, a cylinder for the handle and a pyramid for the tip. Adding a plane as the base grounds these objects. I chose these shapes to nail the key features of each item, aiming for a detailed and realistic 3D scene that's not just eye-catching but also doable.