To replicate the suburban house scene in 3D, I would break down the image into basic 3D shapes. The house structure itself is primarily made up of boxes (A) to represent the walls, garage, and roof levels. The windows and doors are also box-shaped with some planes used for details like window glass and trim. The roof can be replicated using prisms (E), as they naturally create the sloped triangular structure seen in gable roofs.

The trees in the front yard can be represented by cones (B) and spheres (G) depending on their shape. Some trees are conical (especially evergreens), while the rounder bushes in front of the windows would work best as spheres. The driveway and yard would be represented using flat planes (D).

A key object that would need multiple shapes to replicate is the garage. The main structure would use a box, but the door might include individual panels (also boxes or planes), and the overhang or trim may require cylinders (C) or prisms to accurately capture the design.

To simplify this image in 3D, I could reduce window details to just flat planes instead of modeling the individual panes. Instead of replicating every bush, a few repeated spheres could represent all of them. Likewise, the house could be replicated with fewer architectural details like trimming and texturing for an efficient 3D scene without significantly impacting recognizability.