

The 2D picture I chose shows Monkey D. Luffy, the protagonist of my beloved anime One Piece. In the picture, Luffy is seated on his ship's deck while the sea and sky take up the background behind him. He is holding his signature straw hat atop his pointer finger, which is a signature item associated with the character. This picture provides a great chance at replicating a 3D scene as it contains several identifiable objects which can easily be decomposed into simple 3D shapes. The four objects I am going to model are the straw hat, the wooden barrel he is next to, the ship's railing, and the sea and clouds forming the background. These objects combine in a dynamic scene and convey the adventitious mood of One Piece.

The straw hat is the first item to recreate because it represents Luffy's goal and profession as a pirate. It can be decomposed into two general parts: the rounded crown, which can be replicated by a slightly scaled sphere, and the brim, which can be replicated by a flattened torus or tapered cylinder. This addresses the need for more than one basic shape for one item. The wooden barrel by Luffy's side can be replicated mainly by a cylinder, while tapered cylinders or thin boxes can be used and added in groups for the rings and wood grain effect. The ship's railing is also a needed prop because it helps establish the setting as being on a ship. It can be built by utilizing repeated vertical cylinders for the posts and a long rectangular box for the top rail. It is simple enough to build and yet provides realism to the scene by making repeated forms. Finally, the ocean and sky provide the background environment, and this can be created by utilizing a large plane as the base. Clouds can also be made by utilizing irregularly scaled spheres for a natural fluffy look.

These choices work because not only does each prop add to familiar One Piece ambiance but also adds diversity in the application of 3D shapes. The straw hat adds intricacy through shapes merged together, the barrel shows emphasis on cylindrical modeling, the railing focuses on repeated forms, and the plane makes the scene earthbound. In combination, the 3D scene recreated would be aesthetically dynamic yet attainable. It would also pay tribute to one of my favorite anime characters and make the project personal and innovative.