**3D Scene Proposal: Modern Living Room Recreation**

For my project I have chosen to recreate a modern living room scene in 3D. The 2D image I selected shows a clean, contemporary space with a black leather couch, a matching ottoman, a gray coffee table, a wall-mounted clock, a potted plant, and framed wall art. I chose this scene because it offers a variety of objects that are interesting to model while still being achievable within the scope of this project. Each object features clear geometric shapes that can be broken down into basic 3D forms, which is essential for demonstrating the skills we have learned so far.

I plan to replicate four main objects from this image: the couch, the coffee table, the wall clock, and the potted plant. The couch will be my most complex object because it is made of multiple components. To build it, I will use several boxes to form the seat cushions, backrest, and armrests. I will also add small cylinders for the couch legs to make the model more realistic. I think this is a great choice because it will allow me to practice combining basic shapes into a more complicated form, which is an important part of creating detailed 3D scenes.

The coffee table will be made from a large plane for the tabletop and either cylinders or boxes for the legs. This object is simpler than the couch, but it will help demonstrate my understanding of using planes and aligning objects precisely in space. The wall clock will be constructed from a cylinder to represent the clock face, and I will add thin boxes or prisms to create the hour markers and clock hands. This object will give me an opportunity to practice rotating and positioning smaller shapes accurately, which can be challenging when working in 3D.

Finally, the potted plant will add a natural element to the scene. I will use a cylinder for the pot itself. For the plant’s leaves, I plan to use a combination of cones or spheres attached to thin cylinders to represent stems. Including the plant will help balance the room visually and show variety in the types of objects I can create. I also plan to add a large plane to serve as the floor, which will ground the entire scene and give all the objects a clear point of reference.

Overall, I believe this scene is a good choice because it combines both man-made and organic shapes and includes a mix of simple and complex objects. This will allow me to demonstrate my ability to use multiple basic 3D forms, apply textures, add lighting, and render a cohesive virtual environment. I am excited to work on this project and think it will be a strong example of my understanding of OpenGL modeling techniques.

A living room with a couch and a coffee table

Description automatically generated