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2-5 Milestone Proposal

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For my image, I have a scene that consists of a guitar, score, guitar effects pedal, guitar footrest, glass, pen, liquor bottle, and a table. Some of the objects represented in the scene will be fart easier to create than others.

Of the objects present, the ones to be left in 2D would be the score and the table. As both objects are flat with no definitive three-dimensional characteristics, I feel they are best left in that dimension. The Guitar, the effects pedal, the liquor bottle, and the glass will be in 3D. These objects have the greatest depth of detail that is best for a three-dimensional rendering. In the image, they have the most definition of shadow and point that cannot be easily created in a two-dimensional rendering either. The guitar footrest will also be attempted in 3D as well. This object is flat at points but viewed from another angle, is three-dimensional.

As for shapes to be utilized, the table and score will likely be represented as planes since both are flat square objects. The glass is best represented as a cylinder as it is a straight cylindrical object. The pen in the glass has the point facing out the to. The pen would then be a small cylinder for the shaft and a cone or pyramid object for the tip. The liquor bottle would be a complex image. The shaft of the bottle and the neck of the bottle are two cylinders off different diameters. The curved piece that would connect them would likely need to be a pyramid type object to get the angled inclines. The guitar effects pedal is a challenging one. Essentially it is a cube with the top side slanting down about thirty degrees. Modifying a cube could be an option or potentially using a pyramid or series of pyramids to create may be another. The knobs on it are all round and would be cylindrical in nature so a series of small cylinders for those could be used. The guitar is a complex and challenging object to theorize. The neck is essentially a long cylinder that is cut in half. The headstock has a unique shape where the tip is circular and using a sphere combined with a cube might be the best way to re-create it. The body is probably the hardest to identify. The bottom of it is round and using a sphere and cube we can recreate that aspect. The sides have curves in them that point inward. A torus split in half would be representative of this shape.

