

For this project I have chosen a desk workspace as my 2D scene to replicate in 3D. This desk will have a lamp, coffee cup, laptop, notebook, and a pen. The lamp could be created using a box for the base of the lamp, cylinder for the stand, a cone for the lampshade, and a sphere for the light bulb. The coffee cup could be created using a cylinder for the body and a torus for the handle. The laptop could be created using a box for the main body and a plane for the screen and keyboard. The notebook could be created by using planes for the cover and pages of the notebook. The pen could be created by using a cylinder for the body of the pen and a tapered cylinder for the tip of the pen. The desk can be created using a plane and can be the base of the scene to ground all the objects.