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CS-330

7/10/2025

2-3 Project Proposal

After taking some time to think about possible directions for my project, I considered several different ideas. Ultimately, I decided to focus on a space that has become very familiar to me over the past three years while pursuing my degree—my desk area. This is a place where I’ve spent countless hours, often even more than at my full-time job. My desk setup is simple, clean, and calming. It includes my keyboard, desk pad, mouse, desk lamp, water bottle, laptop, and monitor. While most of the items follow square or rectangular shapes, there are also a few that feature other forms, such as my lamp and water bottle, which are shaped like cylinders, a torus, and even a prism. For this project, I’ll need to select a few specific items to recreate. Some objects might be too complex or not practical to include, so I’ll focus on the most feasible options.

My game plan:  
1. **Water Bottle**: My water bottle is always by my side and rarely left behind. Its main shape is cylindrical, but it also has additional features like a handle that will require some extra thought to model accurately.

2. **Desk Lamp**: This lamp sits behind my monitor and clamps to the back of the desk. Its base consists of a tall cylindrical shape that extends upward, leading to a wide prism-shaped lamp head that spans about half the width of the desk.

3. **Computer Setup**: My laptop is placed to the side of my desk with a monitor positioned to the right, creating a dual-screen setup. Both devices have a stretched, rectangular cube shape. To simplify things, I could represent the screens using planes with a contrasting color.

4. **Desk**: The desk itself is a large rectangular surface that holds all my equipment. It's similar in shape to the monitor, essentially a large, thin cube. I could also add a plane on top to represent the desk mat. The desk mat features a hexagon pattern, though I’m considering leaving it out since it appears too intricate to replicate easily.

Shapes:

* Cylinders: I will be using cylinders for my water bottle, the pen and my lamp rod
* Cube: I will be using this for a few items such as the laptop, monitor, and desk
* Plane: I will use this shape to show the desk mat and the possibly screens on the monitor and laptop
* Cone: I will use this to show the point of the pen
* Prism: This will be to shape the head of my lamp
* Torus: I think this might be the best option to show the handle on the water, unless I can bend a thin cube or plane (will need to do more research)

Why I have chosen objects:

I chose these objects because, as I mentioned earlier, this is an area where I have spent a significant amount of time. Having these items right in front of me makes it easy to use them as direct references. While they seem simple at first glance, they include some interesting shapes and textures that will make the project more engaging. I want to challenge myself with this project while still keeping it realistic and achievable, allowing me to learn and improve my skills without feeling overwhelmed.

Strategy:

I plan to start by sketching these items on paper using their most basic shapes. This will help me get a general idea of what I’ll need to create and how to position each object. After the initial sketches, I will move into the modeling program to block out the basic forms. The detailing process will be crucial for creating a visually appealing final model. Adding textures, lighting, and smaller details will help refine and enhance the overall look. This project will require a mix of technical and artistic skills to produce the best-looking 3D model possible.

Conclusion:

This will serve as the foundation for my project. My goal is to take on a challenge that pushes me to learn as much as possible from this course, without setting unrealistic expectations. While these objects may seem mundane or unexciting at first glance, they can actually be quite challenging to model accurately. For example, my keyboard might look like a simple rectangle with a bunch of small cubes, but creating it in a 3D environment would require modeling around 104 individual keys, plus adding details like the characters on each key. I believe this project will be a great starting point to gain experience in both game design and coding.

Images:

A desk with a computer and a computer

AI-generated content may be incorrect.A computer monitor and a cable

AI-generated content may be incorrect.

A computer on a desk

AI-generated content may be incorrect.