For my OpenAI 3D modeling project, I created a simple yet functional scene that includes a table and a chair, with a radio and a laptop placed on top. I aimed to design a small workspace setup that would feel familiar and grounded. My original plan was to make the environment much more complex, with detailed objects, advanced textures, and more visual depth to bring the scene to life.

At first, I tried incorporating more intricate shapes and elements to add realism. I wanted to build something visually impressive with layered models and realistic object features. However, as I started working on it, I ran into several issues. The more complex the models became, the harder it was to manage their structure and alignment. Things like scaling, positioning, and even basic manipulation started getting frustrating. On top of that, I found myself spending more time fixing problems than actually creating.

One of the most challenging aspects of the project was working with lighting and shading. I underestimated how much of an impact lighting has on the final look of a scene. At first, my models looked flat or overly bright, and I couldn’t figure out why certain parts were in shadow while others were washed out. I tried different types of lights and played with their positions, but small adjustments often had unexpectedly big effects. Sometimes, just changing the angle of one light source would completely throw off the look of the whole scene. Getting the right balance between highlights and shadows turned into a time-consuming process of trial and error.

Shading also became tricky, especially when trying to give surfaces the right texture or appearance. I struggled to make materials look realistic without them becoming too shiny or too dull. In some cases, the shading would make objects blend into the background or lose definition. It took a lot of testing and tweaking to get things looking even somewhat natural.

Eventually, I decided to simplify my scene. I scaled back on the number of elements and focused on basic geometric shapes that I could control more easily. I also used simpler lighting setups, which made the entire scene feel more balanced and visually clear. Even though the final project wasn’t as complex as I had originally planned, it ended up being much more manageable and still conveyed the theme I was aiming for.

Overall, this project taught me how important it is to understand the fundamentals—especially when it comes to lighting and shading. It’s easy to underestimate how much they contribute to the realism and clarity of a 3D model. While it was frustrating at times, the experience helped me build a stronger foundation for future projects, and I now feel more prepared to tackle more advanced techniques next time.