A shelf with a video game console and a video game console

AI-generated content may be incorrect.

For my picture I decided to recreate an image of all 5 different PlayStation consoles. The reason that I chose this was because I’ve been a big fan of Sony video game consoles since I got my first PlayStation back in 1997. It was not the first console that I owned, which was a Sega Genesis, but it was the second. I remember getting a copy of Final Fantasy VII for my 10th birthday and barely understanding how to play it. It was not until years later that I tried Final Fantasy VIII and fell in love with the JRPG style of video games. So, when thinking of a 2D image that I would like to recreate in 3D I had to settle on recreating my beloved set of consoles.

There are many different types of each generation of PlayStation consoles, so I had to think of which ones I wanted to represent in my 3d Image. I decided that it would be best to go with all of the first generations of each console, but I had to make an exception for the PlayStation 4 because I let my friend borrow my original one. So, I added the PlayStation 4 Pro to the image instead of the original PlayStation 4.

I decided to have the PlayStation 3 and the PlayStation 5 at the ends of the image, because they where the most unique body shape. The PS1, PS2, and PS4 Pro were easy to stack on top of each other so I put them in between the two other consoles. The PS3 could have been in that stack but I thought it looked better on the side. The PS3 also looked better on the side because the stacked PlayStation went from the biggest to the smallest and adding the PS3 on top of that would of look weird, since it is the biggest of the 4. It would also have looked wrong to only have the PS5 stand upright. So, for a better visual scene I chose to move the PS3 to the side.

The color schemes for these consoles are mostly the same, So I used a black texture for most of them. Instead of using a grey texture I went with offset gold for the PS1. This is because I wanted it to be treated differently then the others since it was my first of all the consoles. I also thought it would make it easier to identify the disk holder on top if it was distinct from the bottom color. I needed a way to distinguish the different ports, vents, controller ports, etc. for the different consoles. I went with a metallic texture, I felt this made it easy to identify. I also chose not to

use a texture for a part of the PS2 because the blue shader color seemed to match what the original image looked like. It felt like a lost opportunity if I did not take advantage of that.