A mug and a bottle of perfume

AI-generated content may be incorrect.

In the following photo, I will use:

* Box: The blue tin labeled Earl Grey
* Torus: round handles on the ‘Mama Bear’ cup
* Plane: represent the counter
* Tapered Cylinder: represent ‘Mama Bear’ cup
* Cylinder: represent ‘Sweet Pea’ fragrance bottle
* Sphere: represent camouflage pattern wine glass

Objects and component shapes:

* Earl Grey Tin 🡪 Bin  
  The tin has a rectangular shape with defined edges, making it perfect choice for box model in 3D. Easy to manipulate for size adjustments and texture applications.
* Sweet Pea Fragrance Bottle 🡪 Cylinder  
  The bottle is cylinder, making it easy to work with when applying textures and creating realistic proportions for objects like bottle or cans.
* Wine Glass 🡪 Sphere  
  Glass isn’t a perfect sphere; it has a round structure that makes a sphere a good base to start.
* Countertop 🡪 Plane

The flat surface of the countertop is ideal for using a plane to start in a scene/ project. Maintaining realism in the setup

Scope of Work:

* Step 1: Setting up and adding each of the basic shapes (on my list)
* Step 2: Modify dimensions of each shape to represent the objects from my 2D Picture
* Step 3: Apply textures, colors and materials to make the objects more realistic and add shadow for depth

Recognizing the short and simple aspects of the pictures can help bring a lot of to a picture and the smaller details can fall right behind as you work.