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**CS-330: Module 2, Project Proposal**

The proposed items I am choosing for my OpenGL project are a Phone Charging Doc, Alexa Echo, Martini Glass, and coaster

The OpenGL primitives that will be used are:

* Cube
* Cylinder
* Torus
* Cone

A glass and a ball on a stand

Description automatically generated

**Figure 1: Four Random Items Selected**

The items selected will be broken down into the 3D objects as listed:

* Coaster- a simple cylinder shape
* Phone Charging Doc- Cube in multiple facets and sizes will accomplish this overall shape
* Alexa Echo- a simple sphere will suffice for this
* Martini Glass
  + Cone, this is for the top part of the glass as it will be able to portray the shape accurately.
  + Sphere, for the stem of the glass.
  + Torus, for the base of the glass.

With these 3D shapes, and the ability to adjust size and orientation, this should lend itself to a good 3D rendering.