CS330 Module 2 Milestone

A picture containing cup, indoor, coffee, tableware

Description automatically generated

The picture above is one that I took of basic household items. The objects I will be recreating are the Candle Holder (left), the Christmas Ornament (middle), the Cup (right), and the table (bottom). I felt these were a good choice for my work as they all encompass some of the 3D shapes we will be learning in the upcoming weeks. Because of this, I think they will be a good challenge for a novice learning openGL. The backdrop (the red shirt) will be my background color I use to display the objects with.

To start, the table will be my plane for grounding the rest of the objects in my scene. I will be recreating this with a black wood grain texture though am unsure how exact the grain pattern will be The Candle Holder will be made using a Cylinder. I think a Cylinder fits best because of its parallel sides and circular cross section. I plan to test out how I can give the candle holder the shine on it seen in the picture. The Christmas Ornament will be a Sphere. I hope to learn about color combinations in the upcoming week so I can produce a color as close to gold as possible. Lastly, the Cup will be my complex object that I feel will require at least two shapes. The two shapes I feel will create the cup are a Cylinder for the overall shape and then a Torus for the handle. I feel a Ring Torus will work better than a Horn Torus due to how thin the handle is on the Cup. I am excited to take on this challenge!