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7/16/2024

**Select a 2D image with objects to replicate in a 3D scene.**

My 2d image is going to be a parking garage that will contain an old Volkswagen vintage van sitting next to a pillar with two or three cars in the background.

**Discuss which objects will be replicated in 3D**

The objects that are needed to be created for this scene are the van, pillars within the parking garage, along with the few vehicles that will be seen in the background.

**Explain which basic 3D shapes will be used to replicate the 2D objects.**

For my 3D replica I will be remaking an old Volkswagen vintage van within a parking garage. In order to recreate this replica I will be using a box for the base of the car, a few Torus for the tires, a sphere for the headlights and for the curved roof of the van. I was thinking of using a cylinder as the front and back of the van is on the flat side.

For the parking garage, a plane will be used for the floor, and four cylinders will be used for the pillars of the parking garage. In the back I wanted to add a few vehicles in the back. I was thinking of two cars which will use a box shape with Torus for the tires. For the lines for each parking space I was thinking of using additional planes or maybe a smaller and longer box shape to achieve the lines.