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1-4

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Shapes and Image Selection

I have selected the house image as I thought that would be the easiest one to explain as well as could easily be one of the most complex ones if wanted too. In my head it would mainly be boxes, Planes, and Prisms. I already make 3D models for my own programs, so I have made an image to show the process I use and to use for illustration purposes.



- Black would be a box
- Red would be a Prism
- Cyan would be a plane



In this breakdown you can clearly see the house's basic shapes are simple, however you will need multiple shapes to create the house. For an example you can see to create the garage area you will need a Box and for the roof you will need Prism. To complete the rest of the house you will need at the bare minimum to use boxes and prisms. The planes are not necessary, but they do add details to make them look more like a house.

The objects I would remove due to the sheer complexity would be the trees. They do not add anything to the house, and it would be the hardest part of this recreating this picture. You will need multiple shapes and a lot of code to render something that realistically isn't even apart from the main object. For something I would combine into a singular object I would do the Sidewalk as it adds a lot and could be a singular plane instead of a cube for better optimization.