Design Decisions

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For this project I took a 2d image and recreated it in Visual studios as a 3d representation.





I started with a large vertical plane to create the desktop and then precieded to use a taperd cylinder too create the pencil cup, clyinders to create the pencils and pen.

I then had a little time learning how to create the camera controls and add in textures and lighting to change the dynamic of the scene. The camera is set up to allow the user to move around using the W,A, S, D and up and down using Q, and E as well as panning using the mouse. The monitor was simply as it just used different sized boxes added together. The black cup was probably the most interesting to create as it uses two taper cylinders a regular cylinder and a sphere all nuzzled together. The lamp was a little tricky since I had to tweak the angle of the elongated boxes to make sure they were connected and then used a half sphere to create the light bar. Overall i feel like my recreation is fairly accurate.