**Module Two Milestone**

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CS 330 – Comp Graphic and Visualization

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Picture 1: Background

A white wall with black trim

Description automatically generated with medium confidence

Picture 2: Side View

A ball and cubes next to a pencil

Description automatically generated

Picture 3: Top View

A pencil and a ball next to a cube and a pencil

Description automatically generated

The objects from the picture that will be created in 3D are a baseball, a Rubik’s cube, a roll of black duct tape, a tube of chapstick, and a surface touch pen. The reason why I think this is a good choice is because it is a good variety of primitive shapes that will demonstrate my ability to render a variety of shapes in OpenGL. The background, which is a whiteboard, is going to be the background texture. It will be rendered on a 2D plane. The remaining objects will be created in 3D. The baseball is an excellent object because its primitive shape is a sphere. The Rubik’s cube is one larger cube that is made up of smaller cubes. The roll of duct tape is an excellent choice for making a torus. The chapstick can be easily rendered with a cylinder. The pen is slightly more complex as it contains multiple primitive shapes. The body is comprised of a cylinder. The tip can be drawn with a pyramid that connects to the body. The button on the end that takes the shape of an eraser can be made of a compressed cylinder that is also connected to the larger cylinder. Overall, the selection of these objects incorporates an array of shapes that can be rendered in an OpenGL scene that are exciting to explore, achievable, and will ultimately demonstrate my ability to work with a variety of 3D shapes in OpenGL.