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CS 330 Comp Graphic and Visualization

Professor Holbert

**Design Decisions document**

# **2D images to recreate as a 3D scene**.

|  |  |
| --- | --- |
| Texture | |
| Front | Back |
| Left Front | Left Back |
| Right Front | Right Back |

# **The objects will be created in 3D.**

There are five items in my 2D image, a ground for the objects, a white cup, a multi-color candle, a turquoise eraser case, and a yellow polka-dot squeeze ball. I plan to recreate these objects in the 3D scene. These objects are simple and should be fun to create because they comprise different primitive shapes and colors/designs. At this very moment, I do not have the skill to write code to build these items, so simplicity is the key to my work as I progress throughout this course. I strongly believe that by the end of this course, I can create more than I imagine now.

# **3D representations of 2D objects.**

A breakdown of each object I have identified into the component shapes:

1. Ground – This background will be placed as a texture on a plane, and the rest of the items will be on top of it.
2. A Cup – a Cylinder for the cup’s body and a Torus for the cup’s handle would make sense.
3. A Candle – a cone, or a pyramid will do for this object.
4. An Eraser-case – a cube will be used to create the eraser case.
5. Polka dot squeeze ball – A sphere will be used to create this ball.

The most complicated object to create would be the cup because it requires a combination of multiple primitive shapes. Also, notice the design of the eraser case is turquoise with a white strip in the middle; I probably will have to combine three cubes to originate the eraser case. I am nervous because I anticipate the challenges in this project, but at the same time, I am very excited to learn the skills to work on this project effectively!