2-5 Milestone: Project Proposal

For this project 2D/3D scene recreation, I am drawing inspiration from a space that is very familiar to me - my son's collection of playthings he has a few toys one being a box with different shapes where each piece goes by its shape. He has a variety of toys with geometric shapes we are learning to model in this course.

Selected 2D Image:

While I do not have an exact photograph of my son's toys, I have selected an image that closely mirrors the setup of his play area, featuring toys with the basic shapes of a cube, cylinder, pyramid, and sphere. This curated arrangement on a flat surface offers a splendid 2D reference for constructing a 3D scene.

Objects to be Created in 3D:

In the 3D space, I will create representations of:

* A cube-shaped wooden block, also dices from monopoly.
* A cylindrical wooden block.
* A pyramid-shaped wooden block.
* A spherical ball such as plastic play pin balls.

These objects are a prime selection for the project because they present a range of geometric challenges, while also being inherently colorful and texturally diverse - features that are fundamental in 3D modeling.

Primitive Shapes for 3D Representation:

The cube, cylinder, and pyramid will be directly modeled after the respective toy shapes. The sphere will become the ball, complete with its glossy texture. Additionally, a plane will be introduced to emulate the floor area where these toys are usually scattered.

Opting for these shapes is strategic; they represent the core of 3D modeling principles. Focusing on simple, yet diverse, geometrical forms allows me to solidify my foundational skills. Moreover, the playful context of these items ensures that the modeling process remains engaging and feasible within the project's scope.

The image I've attached, while not an exact representation of my son's toys, shares a striking resemblance and will serve as an example guide for constructing the 3D scene.

