Milestone One

Nick Huffines

For my scene I have chosen to replicate the primary components of my own desk at home. The objects that I will be recreating are my primary and secondary monitors, my speakers, the monitor arm for my primary monitor, my keyboard and mouse, my system tower, and my microphone and its stand, and the desk itself as well as my mousepad. These items are all relatively large objects and can be constructed out of the basic shapes with relative ease. The system tower will be an easy box that can be scaled to match the dimensions. The same is true of the monitors. Both can be made from a box and scaled as appropriate. The speakers can be made with a box and a torus for each. The keyboard can be made with a box or maybe a prism, and for added difficulty, I could also use a box for each of the keys. The mouse should be able to be somewhat made using a sphere and playing with the scaling to elongate and flatten it out. I could also place a cylinder in the shape to act as the scroll wheel. I can use a simple plane for the desk, and a plane or a really thinned box for the mousepad. Finally, the microphone and its stand will make use of a torus for the base, cylinders and spheres for the stand, a cylinder for the microphone itself, and 2 cylinders for the knobs. I won’t try replicating the wires for any of the objects as I think that would prove too difficult for the moment but depending on what else we learn they might make a comeback later. If the mouse proves too difficult based on its shape, I have another mouse I could substitute for, that would be easier. If I really want to push the envelope, I could add in some of the system components like the graphics card, liquid cooling, RAM, and power supply shroud. I think it would be neat to have this as it would be a kind of inception. Making a 3d scene using OpenGL that shows the system that is making the scene. Kind of like a self portrait or an artist painting himself painting. Below is one of the images for reference.

