Joseph Silva Jr.

01/10/2021

SNHU

CS 330

Module 1-4 Project Review Activity

**Choice:**



**3D Shapes:**

The major objects that I have chosen are the notepad, keyboard, coffee mug, and the branches. For the notepad, I would use two planes with one overlapping the other at an angle. The plane would represent the notepad and the notebook paper above the pad. I would then use many upright torus shapes to represent the notebook’s binders. For the keyboard, I would use a large plane to describe the actual keyboard itself and then I would use many, smaller planes to represent the keys on the board. For the coffee mug, I would use an upright cylinder to represent the cup itself and then I would use an upright torus to represent the handle of the coffee mug. I would then place these shapes together in order to appear they are combined to show the representation of the full coffee mug. For the branches, I would use a long and skinny cylinder design for the branches and then I would use many different size plane shapes to represent the leaves on the branches. I also would place these shapes together in order to appear they are combined to show the representation of the shape for the branch with leaves.

**Multiple Shapes:**

The multi-shaped object that I chose was the pencil. I would combine two triangles, two cylinders, and an upright sphere for the entire shape of the pencil. The first triangle would be used to represent the tip of the pencil. I would place a smaller triangle inside of the larger triangle to represent the lead of the pencil. The first cylinder would be used for the body of the pencil. The second cylinder would be smaller, but I would use it to represent the ferrule of the pencil (metal area that holds the eraser). The upright sphere would be used to represent the eraser.

**Simplification:**

An area I believe could be simplified with a single shape would be the bottom half of the mouse at the top of the photograph. I believe a single sphere would be able to represent the bottom half of the mouse. I also thought the pinecone could be simplified using a triangle, but then I thought the scales for the pinecone need to be represented. The scales could be represented by upright triangles. After looking at the photograph, I do not think any of the objects should be omitted because then it would not be accurate design of the photograph itself. When I worked on this assignment, I compared it to the animation in the games that I play. I compared these designs to the graphics of a 3D game and the graphics are one of the most important qualities to me. This is the reason I would not omit any object from the photograph.