**1-4 Final Project Review: Shapes and Image Selection**

I decided to begin with the background and bottom of the 2D image and then moved on to the objects atop the base (desk/table) from left to right.   
  
**1. Background (Window/Wall):**  
 - **Shapes:** Plane.  
  
**2. Desk:**  
 - **Shapes:** Box for the desk or a plane  
 **3. Computer Monitor:**  
 - **Shapes:** Box and two planes for the screen, thin box for the stand.   
  
**4. Keyboard:**  
 - **Shapes:** flattened box with plane for keys.  
 **5. Mouse:**  
 - **Shapes:** Tapered cylinder, sphere  
 - **Details:** Ergonomic shape approximated by a tapered cylinder. Approximated sphere from rounded edges.  
  
 **|6. Coffee Mug:**  
 - **Shapes:** Cylinder for the body, torus for the handle. Combines two shapes for accuracy. A tapered cylinder could be more accurate for cup in image.  
  
**7. Books:**  
 - **Shapes:** Box.  
 - **Details:** Each book is a rectangular box.  
  
**Multiple Shapes:**  
The coffee mug uses a cylinder and a torus for a more accurate structure.   
The pencil cup uses 7 cylinders and 6 cones, and they are scaled to size for objects.  
 **Simplification:**  
- **Books:** Combine multiple books into one box.  
- **Mouse:** Elongated flattened sphere.  
- **Computer monitor:** Could Simplify the monitor into two boxes.