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CS 330

This proposal is about my plan to make a 3D scene based on a picture of a desk. I will mostly use box shapes to make the objects in my scene. My goal is to create a scene that is simple, but it will still look good and realistic by using the box shape in different ways.

As a 3D graphics developer working for Triangle and Cube Studios, my job is to create a scene in 3D using C++ and OpenGL. This means I will use code to build objects, add textures, add light, and make sure the objects look right when seen through a virtual camera. My project will use mostly box shapes to keep things simple while still making the scene interesting to look at.

The scene I chose is a desk with some objects on it. I picked this because it is a small scene that has objects that can mostly be made from box shapes, which makes it easier to build. I also took pictures of the desk from different angles to help me plan how to make it in 3D.

The main objects I will include in the scene are a stack of books, a small drawer, a box-shaped desk lamp, and a computer. The books will be made from boxes stacked on top of each other to look like real books. The drawer will be a box with another small box as the handle. The desk lamp will be made from boxes too, with one box as the base and another box as the shade. The computer will be made of two boxes stacked on each other, one for the screen and one for the CPU. I will also use a flat plane for the desk surface to hold all the objects.

By using box shapes, I will keep the project easy to make while still interesting. This also allows me to add textures and light effects to make the objects look more realistic. This makes my scene both simple and nice to look at.

In conclusion, this proposal explains a clear and easy plan for making a 3D scene using mostly box shapes. This fits the project rules well and provides a good start for creating an interesting final project.