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# CS 330 Module Two Milestone: PROJECT PROPOSAL

* **Select a 2D image to recreate as a 3D scene**.



* **Discuss which objects will be created in 3D.**

From the picture above. We have a work desk, on top laying multiple objects include iPad, keyboard, small plant, Starbuck cup, iPhone, earbud’s case holder, and a pen. From these objects, I choose iPad, Starbuck cup, pen, desk, and iPhone to turn from a 2D into 3D image. I think these are good choices for my work because it has a mixed variety of objects that will use many shapes such as planes, cubes, cylinders, and pyramids to create. Also, these objects are quite simple to imagine and available everywhere so I will most likely be creating them again in future projects.

* **Explain which primitive shapes will be used to create 3D representations of the 2D objects**.

First, for the iPad I will use two cubes since its 2D shape is rectangular shape. Then the Starbuck cup would be created using an upside-down pyramid or cylinder with the logo applied texture. iPhone I will use a plane with texture of a phone on top. A rectangular plane will be used for the desk and add desk texture on top. Then I will create a complex shape, the pencils. This will be composed of a pyramid shape and a vertical cylinder. The strategy I use to choose shape that would match to the object from this 2D picture and convert to a 3D environment is just based on pure imagination and asking question to sort out the shape into category from it 2D form. I ask myself if it most closely resembles a circle, rectangle, triangle, etc. Then match that with the 3D version of that shape, example circle would be sphere, torus, or cylinder, triangle is pyramid, square or rectangle would be cube. Plane could be any 2D flat shape.