**Project Proposal**

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For my 3D scene, I’ve chosen to replicate a desk setup featuring a lollipop, a cup with a handle, a book, and a lamp. These objects offer a good mix of simple and slightly more complex shapes, making them ideal for modeling while keeping the scene visually interesting. Each item consists of fundamental geometric forms that can be efficiently recreated using basic 3D shapes.

The lollipop is a simple yet recognizable object, made up of a sphere for the candy and a thin cylinder for the stick. This combination effectively captures the shape of a real lollipop while maintaining a straightforward design. Similarly, the cup with a handle is constructed using a cylinder for the main body and a torus for the handle. The curved nature of the torus allows it to mimic the natural shape of a cup handle, making it a practical and realistic choice.

The book is best represented by a rectangular prism, which accurately reflects its solid, structured shape. Since books have well-defined edges and flat surfaces, a rectangular prism is the most efficient way to replicate them. To enhance realism, a thin plane could be added to simulate the book’s cover or pages. Including a book in the scene adds familiarity and structure while keeping the design simple and clean.

The lamp consists of multiple rectangular prisms that define its structure. The base is a tapered cylinder that provides stability, while the stand extends upward as a vertical rectangular prism. To capture the classic desk lamp shape, the upper portion curves forward, using another rectangular prism positioned at an angle. This design keeps the lamp structured and easy to model while maintaining its recognizable appearance.

Each object in this scene is thoughtfully chosen to meet the project’s requirements while ensuring a balanced composition. The use of fundamental 3D shapes including spheres, cylinders, rectangular prisms, toruses, tapered cylinders, and planes, ensures a variety of forms while keeping the project achievable. The plane will serve as the base, grounding all objects within the scene. This selection allows for effective modeling while maintaining a level of complexity that keeps the project engaging and manageable (hopefully).



