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Milestone One: Let’s Party!

For my 3D scene, I have chosen to create a party table filled with various party-themed items. The table itself will serve as the base, acting as a grounding plane for the rest of the elements. The present box, the cake, party hats, and balloons are all items that bring a lively atmosphere to the scene. I selected these objects because they are easily recognizable, have straightforward geometries, and together create a cohesive depiction of a small party.

Each object in the scene will be constructed from basic 3D shapes, allowing for both simplicity and clarity in modeling. The table will be represented as a plane, providing a stable surface for all the other elements to rest on. The present will be modeled as a cube, with clean lines that make it instantly identifiable as a wrapped gift. Party hats, with their conical shape, are fun and simple to replicate using cones. The cake, an essential part of any celebration, will be made by stacking two cylinders. Finally, the balloons will be represented as spheres, giving them a smooth and buoyant look that adds to the festive feel.

The choice of these basic 3D shapes makes the modeling both achievable and effective. A plane for the table provides a solid base that does not distract from the more intricate objects, while the cube, cones, cylinders, and spheres each bring a different characteristic shape to the scene. This variety ensures visual interest while maintaining simplicity, which is key to making the modeling process approachable and straightforward. By sticking to easily recognizable shapes, the objects in the scene will be immediately identifiable.

**Select a 2D image with objects to replicate in a 3D scene:**

