CS 330

Final Project Milestone 1

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Object Selection

For the final project in this course, I have chosen a frying pan as the object I will model. This object fits into the category of “Kitchen appliances”. As far as complexity, I can’t say I can accurately predict how difficult this will be at this point, but I expect it should be similar in complexity to a mug with a handle or something of that sort. I think a particularly interesting aspect of my selection is the gold texture. Also, the shape will allow for some interesting interactions with a light source. I do not expect to have the text that is written on the pan in my final project, however It could be a stretch goal to achieve that pending difficulty. As far as a plan for modeling this object in open GL, I would need to explore drawing circles, and conical shapes. I will also need to look in to how I can reproduce the color, and if it would be possible to add any reflectivity to the object’s texture.