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CS-330

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Module One

1. Image

A white ball on a black platform

Description automatically generated

1. Discuss which objects will be replicated in 3D:

A smooth sphere on a cylindrical platform.

A tall rectangular object with vertical grooves.

A horizontal plane, serving as the base for all the objects.

A large disc or circle in the background for depth.

These objects are good choices because they are simple yet varied in shape and texture, which provides an opportunity to explore different 3D shapes and transformations. The scene’s balance between minimalism and visual interest allows for a focus on lighting, texture, and the interaction between shapes in 3D space.

1. Explain which basic 3D shapes will be used to replicate the 2D objects:

**Sphere (Center Object)**: The sphere is an obvious candidate for replication using a basic 3D sphere. This object adds curvature and smoothness to the scene, balancing the straight lines of the other objects.

**Cylindrical Platform (Underneath Sphere)**: The platform on which the sphere rests can be replicated using a cylinder. It provides a base for the spherical object, contributing to the scene’s balance of flat surfaces and curves.

**Tall Rectangular Object (Right Side Object)**: This object can be created using a **prism** (rectangular) shape. The vertical grooves can be achieved by manipulating the surface of the prism or by adding smaller, extruded shapes for the grooves, providing an interesting surface texture.

**Plane (Grounding Object)**: The large base that all other objects rest on is a simple plane. This will serve as the ground for the entire scene, providing a reference point for lighting and shadow effects.

**Circular Backdrop**: The backdrop can be created using a plane (disk-like shape), slightly transparent to give a soft glow effect. This adds visual depth without cluttering the scene.