Zachary Nicholas

October 24, 2023

CS-330 Comp Graphic and Visualization

The image I selected is:

For some of the objects that could be easily recreated with simple geometry I would look at the notepad which itself could be simplified as just a cube or plane, The pen and it’s cap could easily be just like notepad simply just being a rectangle or plane, my last item I would try to simplify into a simple thing would be the coaster that the coffee cup is sitting on could be either be a plane or a torus depending on how we would translate it and if it would be a straight down shot depicted in the image above or if we would need to change its point of view slightly to find more geometry in this image such as the full height of this coaster or the full height of the notepad for instance.

When selecting one of these objects that would need to use multiple objects I would think of the glasses as a first example as the main body excluding the lenses alone would need at least 3 rectangles one for each arm of the glasses and one for the middle piece of it then including in the lenses which would require an oval for each lens. Another example I can see for this is the keyboard as its main body could be done with a single rectangle but its keys would need to use individual squares and a rectangle for the space button.

In this currently the only thing I would omit is the mouse as it basically just blends into the background and would probably not be missed if we needed to omit things, such other things that could make our translation from this picture to a OpenGL model would be to remove the leaves and the foliage but that would alter the image so I imagine this wouldn’t be done in the project.