My Design Decisions were to try my best to recreate the image I provided in module two.

The image was a collection of four objects: Coffee Mug, an MST3K moon, my wallet, and my desk mat, arranged in a sequence from left to right that mirrors the above order. I began by focusing on the coffee mug, which I believed to be the more complicated object since it would be comprised of three total objects to recreate it in a simplistic manner. I could have also tried to implement another half-torus into it to fully realize the coffee mug as it’s displayed in the image so that the “C” displayed on the mug was also present, but I decided to leave it out since it seemed like needless additional complexity. I used this as my basis to work through each milestone before the final project since it was a simpler way to grow my skills as I went since I would only have to interact with one object at a time before fully implementing every piece of the planned final creation. Well, that and the desk mat acting as the plane for the scene.

The coffee mug was a cylinder with a transparent top, a torus for the black rim, and a half-torus acting as the handle of the mug. During it’s creation I did have a tough time making the top the right size till I was alerted to the fact that the torus function provided to us also had a thickness parameter that could be manipulated that made it’s use much simpler and easier to mold to the mug’s actual presence in reality. I had also planned to try and act as if coffee was within the mug by using a color scheme that was a transparent brown using the alpha value to make it transparent but it never came out the way I was hoping and nixed that from the final project.

I then went on to create the MST3K moon to do so I started with a sphere and moved it to the proper position. From there I first tried a torus as the base but found it to be visually incorrect no matter the thickness. So, I tried the tapered cylinder, which ended up being perfect. After some scaling and positioning work, I had a solid base for the moon to rest upon. After texturing and shading them I was quite happy with the end result.

The wallet was the final object and one I was uncertain of how to best approach recreating. I ended up deciding on just using a box. That I then covered in a leather texture and applied a shader to give it a richer color. The end result looked good but lacks detail severely in my eyes but without figuring out a complicated method of layered boxes to create a more nuanced final object, I didn’t really see a better end result.

The overall lighting is a combination of lights that are meant to convey a light coming from the left of the objects, or stage right. The moon seems to properly reflect this light origin and I am happy with the end result.