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CS: 330

Milestone: project Proposal

I chose to work with the two pictures below because for my scene I want to make a phone that is
projecting a cool hologram for my project. I think it will be interesting to see how I can master
conceptualizing the more advanced shapes like a torque. Or use the shapes like a pyramid and proper
shaders to achieve he cool hologram effects. Based on the first picture I would use plenty of rectangles
to build out the phone. What might make it challenging is getting the right orientation and probably the
curves, so it isn't just a box. I would also add a plane underneath it for the table from the second picture
as I think making a hand like the first picture is a bit too complex right now. With the second picture I
would use triangles to build out the pyramid for the actual hologram glass structure. Again, orientation
might be weird as I also must have it intersect with the middle of the phone structure. Finally, I would
use circles and lines to make spheres and cylinders for the planet and other hologram symbols from the
first picture. I think the base of light in the first picture might be a torque like shape which I am
interested in building as well and depending on the complexity of that subject I might default into taking
it out.