In my 3D scene, I have selected the following objects: a Rootbeer bottle, a Candle, Legos, and a 4.5" Squeeze Stress ball. These objects were chosen because they offer a good variety of shapes and textures, making the scene visually interesting and engaging to explore.

To create the 3D representations of these objects, I will utilize various primitive shapes. Here's a breakdown of each object and the primitive shapes that will be used:

1. Rootbeer bottle:
   * Cylinder: The main body of the bottle will be created using a cylinder shape. By adjusting the height and diameter of the cylinder, I can accurately represent the proportions of the bottle.
   * Pyramid: Instead of using a sphere for the neck, I will use a pyramid shape. Placing the pyramid on top of the cylinder will accurately represent the bottle's neck.
2. Candle:
   * Cylinder: The candlestick will be represented by a cylinder shape. By adjusting its height and diameter, I can match the proportions of a real candlestick.
3. Legos:
   * Square: Each individual Lego brick will be constructed using a square shape. By adjusting the dimensions of the square, I can accurately represent the size and proportions of the Lego bricks.
   * Cylinder: To depict the connectors between the Lego bricks, I will use cylinder shapes. Placing the cylinders on top of the squares will allow me to construct the desired structure.
4. 4.5" Squeeze Stress ball:
   * Sphere: The stress ball will be represented by a sphere shape. By adjusting the diameter of the sphere, I can accurately depict the size of the stress ball.

To ground the rest of the objects in the scene, I will include a plane. This plane will serve as the base or surface on which the objects will be placed. It can be a simple rectangular shape positioned horizontally at the bottom of the scene. By doing so, I establish a visual context and create a sense of stability in the scene.

These choices make sense because they allow me to represent the selected objects accurately while keeping the overall scope of the work achievable. The use of primitive shapes provides a foundation for constructing the objects with relative ease. Additionally, the selected objects offer a good mix of complexity, ensuring that the scene will be exciting to explore. By utilizing the appropriate primitive shapes and arranging them in a visually appealing manner, I can accomplish the desired 3D representations of the objects while maintaining an achievable level of complexity.

A bottle and a ball on a table

Description automatically generatedA ball and beer on a table

Description automatically generated