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CS-330-11661-M01

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July 13, 2025

## “2-3 Milestone One: Project Proposal”

I have therefore made the decision to go with something a little more laid-back for my 3D modeling project. I took photographs of my desktop to use as my aircraft to hold my other items, and I created my own 2D scenario. I have a laptop, a pencil and eraser, a travel mug, a cactus and planter, and my eyeglass case on top of my desktop. I use or glance at these goods on a daily basis. Some items can be difficult to replicate using 3D shapes, even though we consider them to be basic shapes. Several objects in my scene require the replication of two or more 3D shapes. Because of their varying degrees of difficulty and familiarity, these are the reasons I chose the objects in my 2D scenario. In order to increase my knowledge and familiarity with 3D shapes, I have decided to utilize every item in my environment.

**How I’m Going to Do It:**

Before using the modeling program to block them out, I'll first sketch out how each thing decomposes into its fundamental outlines. The details—the addition of textures, the manipulation of light, and the capture of those subtleties—will be where the true magic happens. Technical proficiency combined with a dash of artistic flair will be required. In order to fulfill the objectives of reproducing my setting, my desktop will be shaped like an airplane and will contain my other items. My laptop is another single-shape item that I mimic by stretching and flattening a cube into a three-dimensional rectangle. Second, both my cactus and the planter are evolving into two distinct 3D shapes. A vertically stretched tapered cylinder will be utilized for the cactus, and the easiest way to use OpenGL for the planter might be to use ¾ of a cylinder. A flattened spherical could be utilized for the dark dirt. As the second 2D scene object, the pencil and eraser will be modeled using a tapered cylinder that will be flattened at one end to mimic the shape of the eraser and a stretched cone for the pencil. According to the design, the travel mug would have two 3D shapes: a cylinder for the body and two torus shapes, one for the lid and one for the mug's base. This will assist with drawing attention to the mug's various shape patterns.

**Wrapping It Up:**

My last replication would be the eyeglass case by using an elongated sphere known as an ellipsoid, cut in half to imitate the top and bottom of the case. In my opinion, the 3D shapes I have chosen to replicate my 2D scene would be the best option for this recreation project. That is the strategy! I'm trying to strike a balance between realism and simplicity, concentrating on seemingly ordinary items that, when dissected, reveal a sophisticated structure. It seems like a fantastic approach to start learning 3D modeling and produce a scene that represents a small portion of my daily life. Furthermore, viewing my workplace through the eyes of a 3D model will be an entirely different experience.

**Images:**



