

Amra Ibrahimovic

CS-330

Professor Rodriguez

January 20, 2024



The objects that I will be recreating in 3D will be the perfume bottle, candle, book, pumpkin, and the surface that it is all on. The perfume bottle is a good object to recreate in 3D

because it has three different primitive shapes. The candle is also a good object because if you take the lid off, those are two primitive shapes used to create it. The book is a simple object that only uses one primitive shape. The pumpkin is an interesting choice because it is also two primitive shapes, but the shape of the pumpkin is unique, and you could be able to use multiple shapes and designs to create it.

To recreate the scene, first we need a plane. The plane will hold all four objects which include the perfume bottle, candle, book, and pumpkin. The first object will be the perfume bottle. If you examine the perfume bottle you can see that the best shapes to represent it will be two cylinders and a sphere. The first cylinder is the base of the bottle, this will be stretched so it is narrow and longer in length to get the correct shape. The second cylinder will sit on top of the first in a smaller size to create the first part of the cap. To finish it off a small sphere will be placed on top to finish the cap.

The second object is the book. The book is simple, and to recreate it into a 3D object, we need a cube. The cube needs to be elongated so it looks more of like a rectangular prism. From there, we widen the cube again to create the width of the book. Depending on the thickness of the book, this one is decently thick, I would have to adjust the height of the cube to fit the desired dimensions. The candle will be represented either using one or two cylinders. Since there is a lid to the candle, this could include two different cylindrical dimensions to fit adequately to the object itself. The cylinder's lid would be a flattened cylinder and the candle would be a normal cylinder. The last object is the pumpkin. The easiest way to transform the pumpkin into a 3D object will be to use a sphere and a cylinder. The sphere will create the round shape of the pumpkin and a cylinder can be bent and used to create the stem on it.