So I had a hard time finding images that weren't super hard or advanced too make possible 2D scenes that I would wanna recreate in the 3D scenes. Out of the few that I did select we're all mainly houses but in unique landscape locations which makes things interesting but not too difficult. So for the first picture labeled school I would use cubes the define the windows of how they sink in but then I would use a plane how is the background but for the windows I would use squares which would be more of a simple 2D image within the 3D image of the cube to give it more definition. Now for what I called picture school 2 has a little bit more work to be done with it in a 2D shape image to recreate as a 3D shape. So I would use three pyramids and for the pillars that had they have sitting in front I would have two cylinders on either side and then use a plane as the ground instead of coloring each blade of grass but for the boulders I would use cylinders in a mixture of Spears to give them more defined shape but then I would use squares and rectangles for the windows because I wouldn't want to use a 3D shape for those. Now my last and final picture school three has the most unique 2D and 3D work that can be done. So I would use a triangle as the actual background to give it the house look of defining up but then I would use cylinder with the cube for the stretched out structure of the roof and the window and then add a bit of plane right up in front leading up to the edge of the house. I have to say overall this has been a more difficult assignment this week to figure out what would be a good picture and actually finding it on the web amongst the mass of images out there. So out of the three pictures I'm presenting the one I'm most interested into making 3D is the school three image because there's so many different things I can layer to make it pop out even better than what it is on the picture and not only that I think it's gonna turn out really cool once it's all said and done. As the last half of this to explain primorial shapes and how they would be used to create and represent of 2D images plane is really used quite a bit but for my project I think I'll be using it in a little bit different format because of usually it's used as just one flat piece on the ground I said I'm going to be using it to do an incline with a pyramid I don't see too much work of that nature being done as far as objects that I've seen mixed together while the plane holds the best representative for a flat surface to lead up to something else it's rarely used in conjunction with another

shape