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Project Idea

Create, on user definition, a 3d model of a smartphone.

The user will act as a designer who choose the layout and dimensions of the phone

- buttons positions (right/left side, up/middle/down)
- cameras (number and position in the back of the phone)

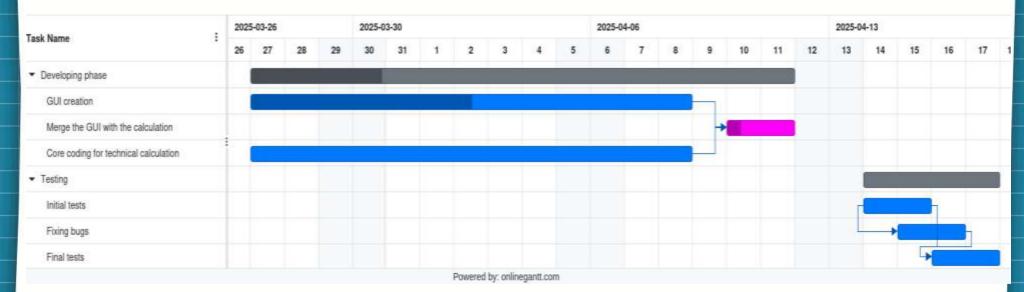
All this in a user friendly GUI app

Objectives

- Create a little complex model from regular shapes (cube, polyhedron...)
- Create an interactive GUI for user input
- Storing the result properties in an obj file
- Additional: python script to create the model in blender

Time Plan





Tools

- Python and libraries (to be determined later)
- Softwares: meshLab, Blender

