**Module Two Milestone**

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For the image I plan to recreate in 3D, I chose a cigar, an ashtray, a coaster, and a glass of whiskey. I intentionally tried to get an image where I could a small amount of simple shapes to create the objects. I’ve modeling objects in 3D for over twenty years, so I’m capable of making anything by using connected planes. I have taken objects that were created in modeling software and imported the data for each vertex into some text based programs. It is a massive amount of data, but it’s feasible. However, I don’t believe that is consistent with the spirit of the assignment. I am going to instead try to recreate an image using as few shapes as possible. I picked an image that featured a lot of simple shapes, but there is still a challenge in the image I selected. The image features a glass with tinted liquid inside. I’ve recreated similar objects in a variety of other formats, but never in opengl. I’ll be looking forward to exploring materials and shaders to recreate that look.

My strategy using shapes will be to create the cigar with a cylinder. I’ll use another cylinder for the band and possibly a pyramid for the tip. I’ll be using cylinders to create the glass and coaster but I’m hoping there are some Boolean functions that I will be able to employ to remove cylindrical shapes from those two objects. If I have to keep it simpler than that to conform to the requirements of the assignment, I will be able to work around that using just cylinders. I’ll just end up stacking them and using different colors. If Boolean operations are something I can utilize, The ashtray should be relatively easy to achieve. I would stretch a cylinder along an axis to get something oblong. I’ll remove a few cylindrical shapes for the ash holder and the cigar holder. If I am unable to use Boolean operations, I may end up using some distorted cubes to build it. In order to keep it simple, there may be some very visible angles.

