SNHU Final Project: Stargate Image

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For my project the image that I selected was one that included a pyramid and a stargate with a stargate platform. In my image there was also some planters in front of the stargate and a walk way was included.

These were the things that I choose to outline in my 3D image. As you can see from the front the initial object that was created was the stargate. I had to use a texture overlay that was gray and cement type to give the item the feel of a stargate. Next, I chose the object of box to create the stairs and platform for the stargate. As you can see, I needed 3 boxes to create the stairs and platform. From there I wrapped these in brick type texture. The next objects used were also box meshes for the planters. I created 4 planters and created 4 topiaries that are included in the planters. I used a flower texture scene to render on the planters. After, this object I created the walk way from the stairs through the planters. I used the same brick texture on the walk way as well. The last object that I have used in my 3D image is a pyramid mesh. I placed the pyramid in the background and made it the same brick texture. The plane which I have not included in my objects above, however, should be included needed to be a sand type texture. I was using what was in the already issued library of textures and decided to go with bread to give this object its texture.

For my scene the user can use both the mouse and the keyboard to manipulate the image. By using the movement of the mouse, you can point the camera in the desired direction. By using wasdqe you can move the camera up down sideways and front and back.

A video game with a pyramid and a tire

Description automatically generated