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CS 330 Final Project Review

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For this practice for the project I chose the following image,

A computer monitor and a mug on a desk

AI-generated content may be incorrect.

I chose this one due to its simplicity in breaking down the image into base shapes. The five major shapes I will choose to replicate are the Pc screen, keyboard, mouse, pile of books, and finally pencil holder with pencils. First let’s start with the screen the primary shapes we will be using are boxes for the screen itself, then move into a tapered cylinder for the stand. For the keyboard this is straight forward as its all boxes. The mouse can be achieved by a smash a smashed sphere. Piles of books are just boxes once again, and some plans for cover. Pencil holder would then be a cylinder, with each pencil being a combination of both cylinders with a cone within cone to pull off the tips.

Next, we want to cover creating an object with the combination of multiple objects, we did cover one or two previously, but I feel the best one to focus on here would be the coffee mug, and though simple it is a combination of 2-3 objects to achieve it. The base would be a tapered cylinder, we can then hollow it out with a second tapered cylinder to make the inside hollow, next we will take a torus and half it to make the handle

For the 3d simplification of the image we can remove several objects to simplify this image to its core concept. First though it adds details the books are not required as the focus of this image is the pc itself. By following the logic of the Pc being our primary focus we can remove the pencils and their holder as well as the coffee mug. Though these objects add an aspect of realism and scene setting they are in addition to our primary focus the pc. This leaves us with a desk PC and mouse. Now we can leave this as is, it’s a very basic shape for the mouse keyboard and screen with our desk, since these shapes are already so basic I don’t think we need to simplify further