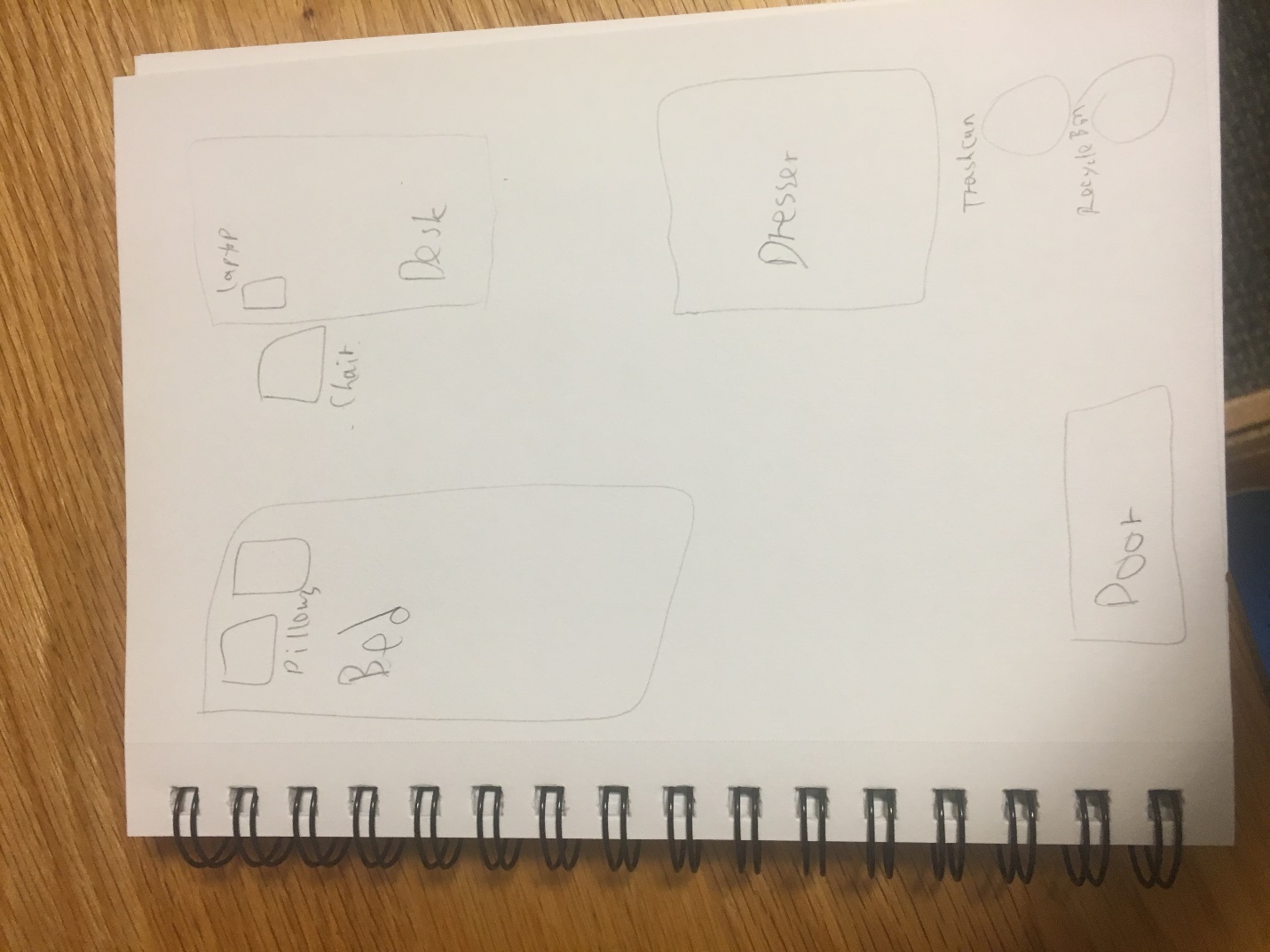
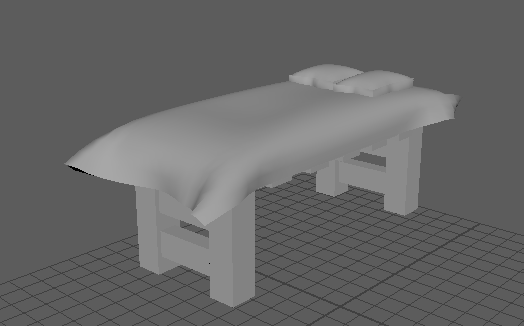
**Sketch**

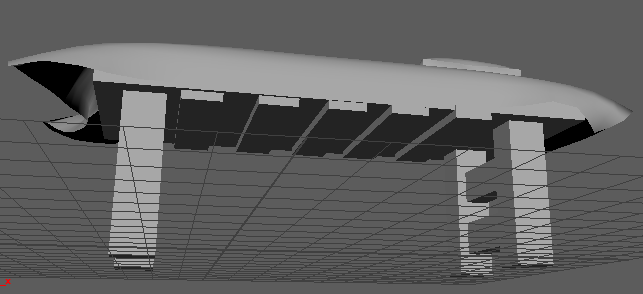
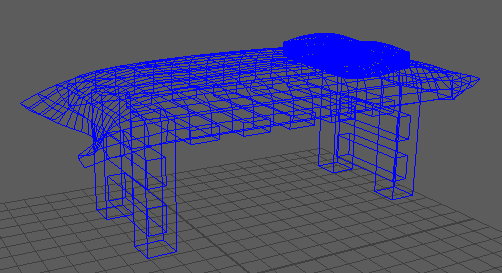
******

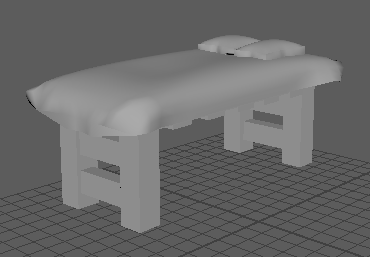
A sketch of what my room is. I am not really picky about what kind of room I want and what specific items that I want so this project is based on the room I’m currently living in Seahawk Crossing. Photos of my actual room are included.

* Bed – Cube Polygons, nCloth
* 2 pillows – Cube Polygons, nCloth
* Desk – Cube Polygons, Extrude
* Chair – Cube Polygons, NURBS curve, Extrude, Bevel
* Dresser – Cube Polygons, Extrude
* Door – Cube, Cone, and Cylinder Polygons
* Laptop – Cube Polygons, Extrude, Bevel, Boolean, Duplicating multiple keys at a time
* Water bottle – NURBS curve, Revolve
* Vase – NURBS curve, Revolve
* Trash can – Cylinder Polygon, Extrude

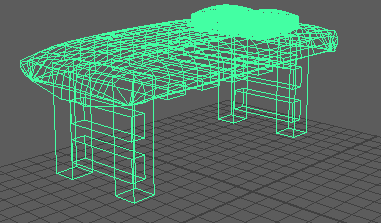
**Bed**



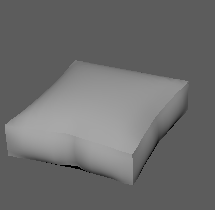
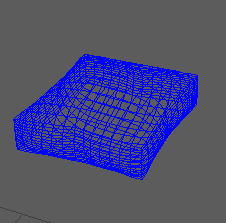


**Target welded corner vertices of bed sheet**



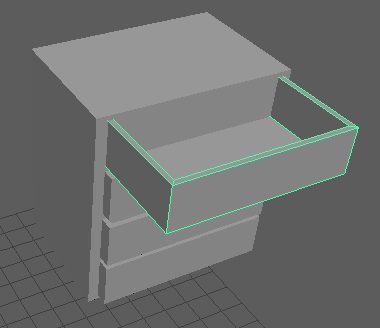


**Pillow**

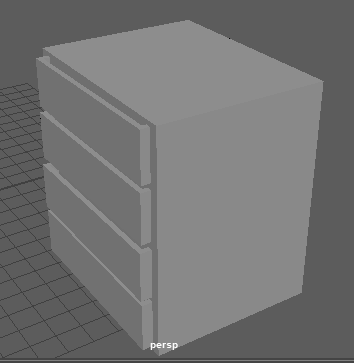
 

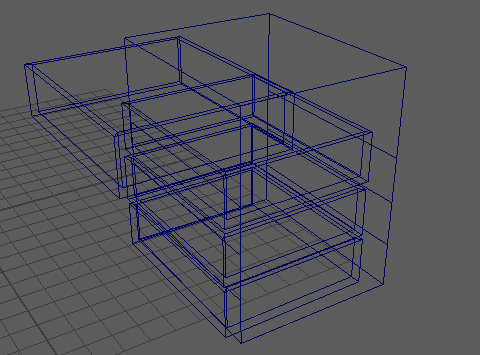


**Dresser**



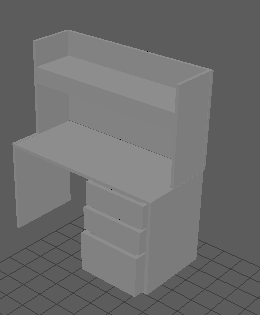
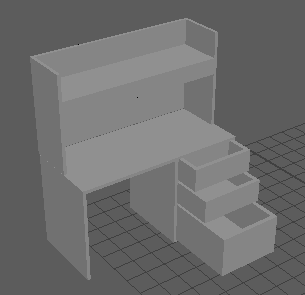
**Delete Top Face -> Extrude -> Thickness 0.2**

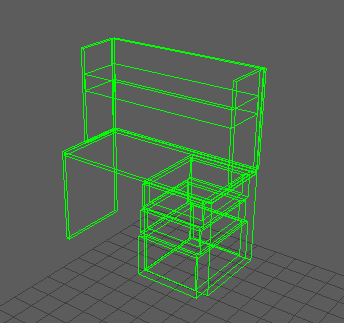
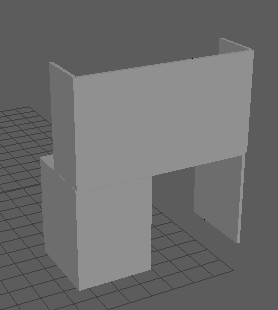






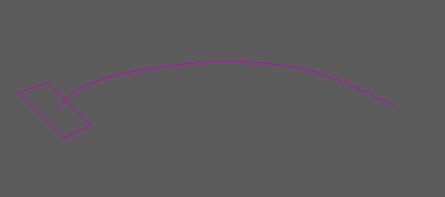
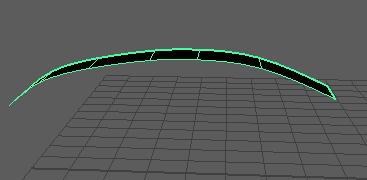
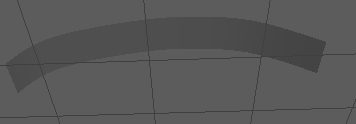
**Desk**



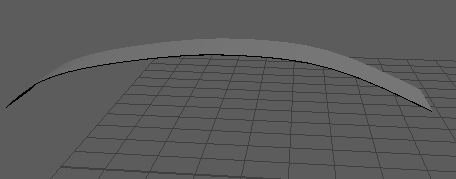




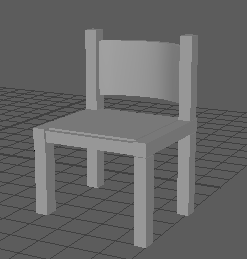
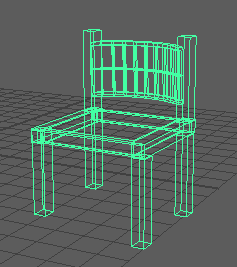
**Chair**

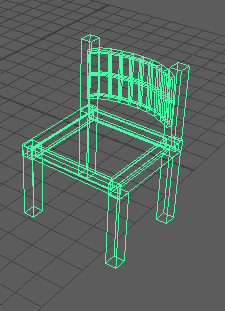
   

**Extrude (Normal side on bottom, reverse on top)**



**Duplicate and reverse direction on duplicate -> Convert NURBS to Polygon -> Extrude -> Thickness 0.2 -> Adjust w/scale tool**

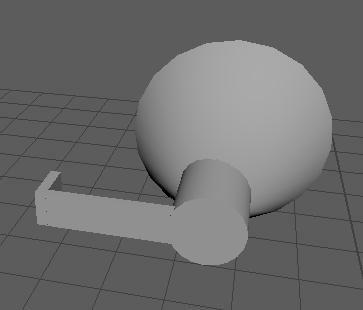
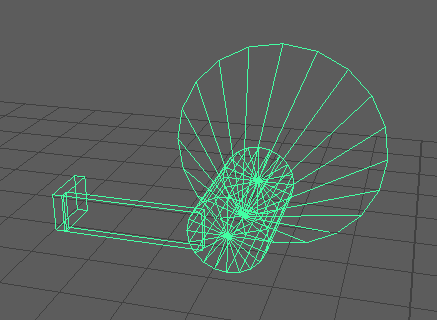
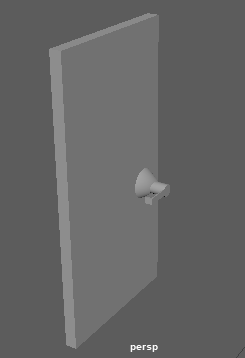
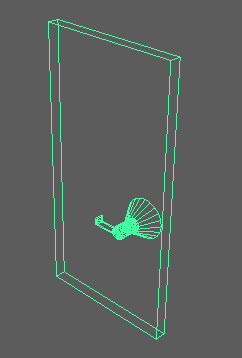
 



**Update: Beveled chair seat**

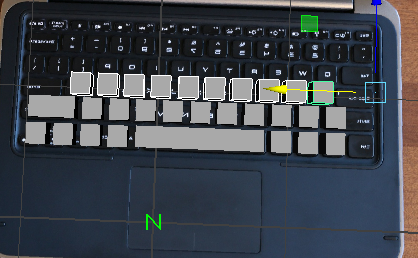


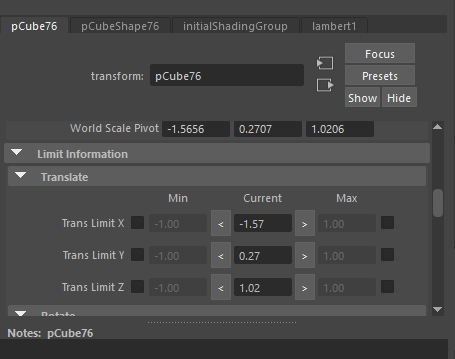
**Door**



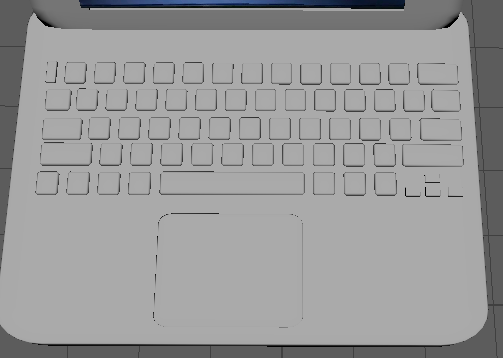
**Laptop**

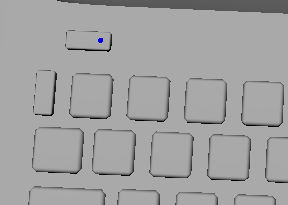


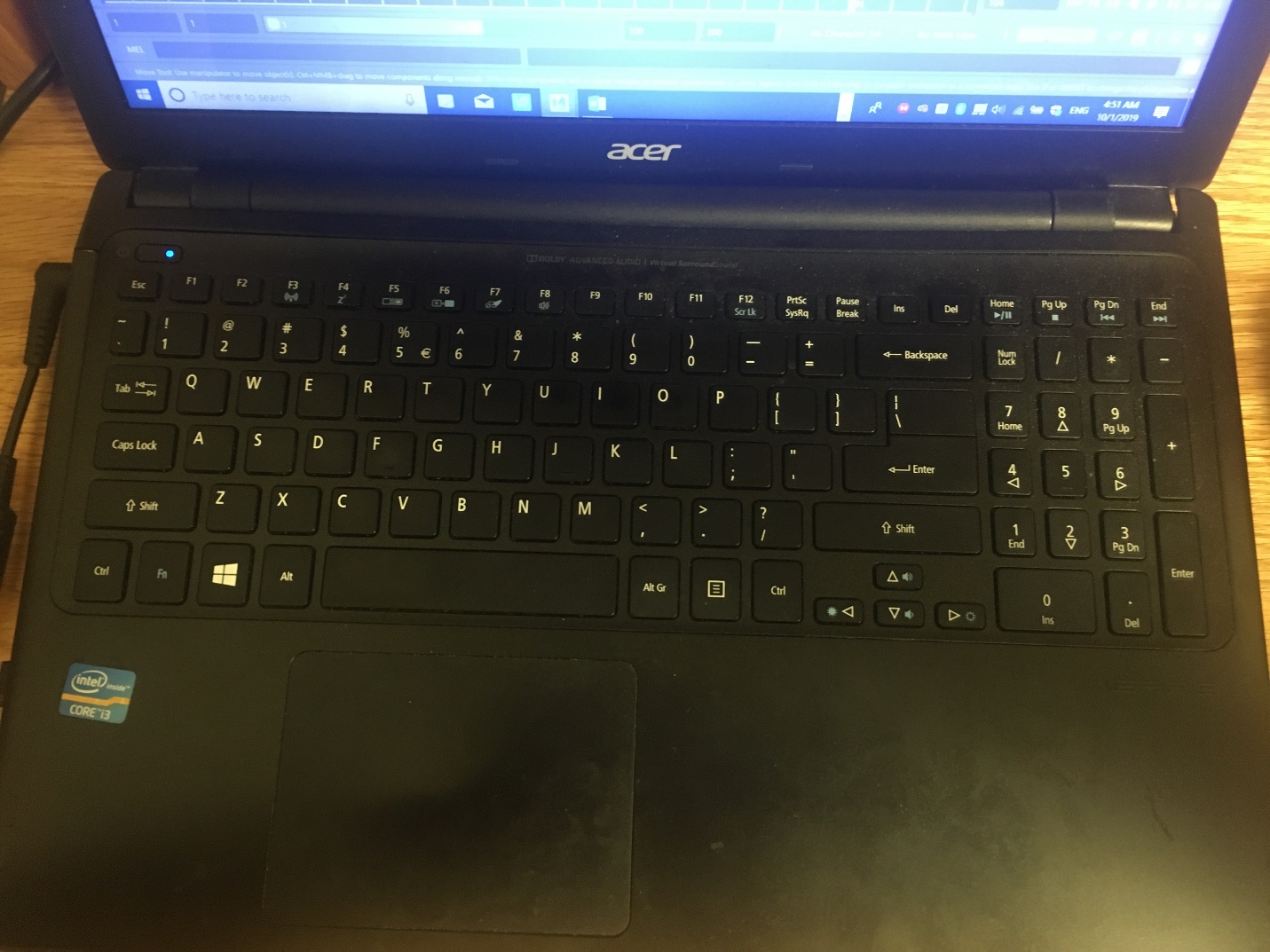
**Adjust exact positions of each key on keyboard using Translate (distance between each key is 20)**

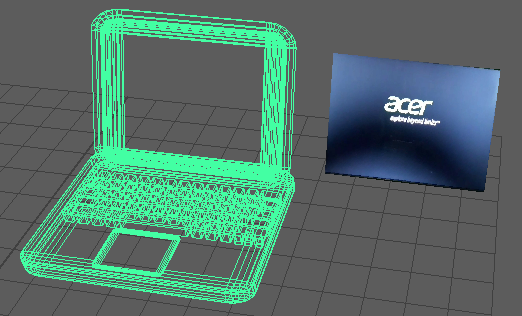
**Top Portion -> Delete top face -> Extrude -> Thickness 0.5**

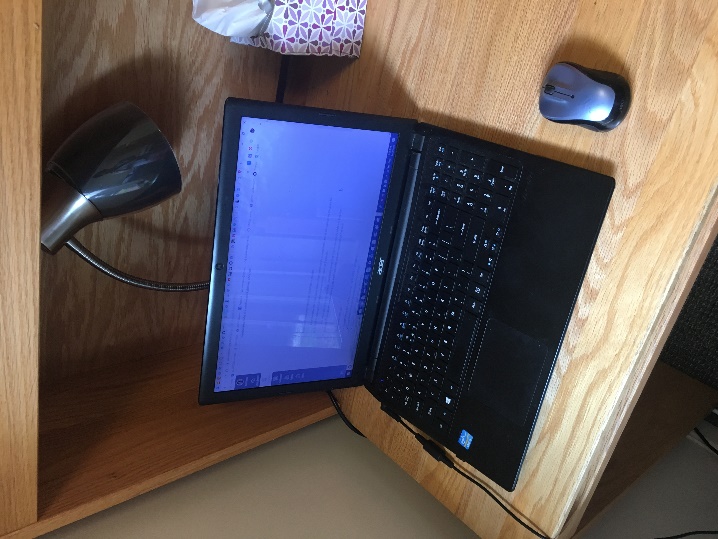


**Rounded Corners -> all cubes -> select all edges -> Bevel -> Thickness 0.2 (0.1 for arrow keys)**

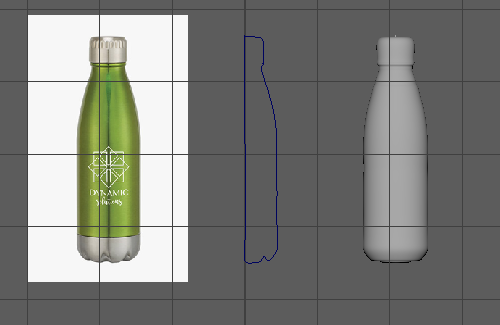
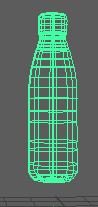
**Update: Added power button**



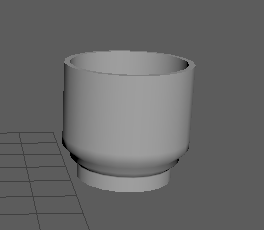
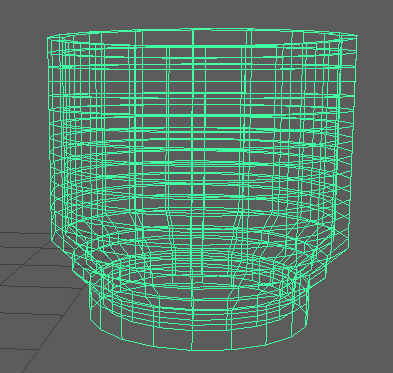




**Water bottle**

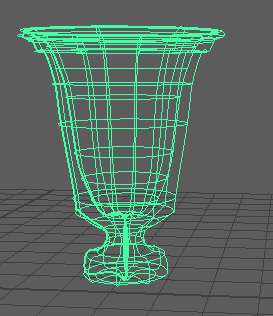
 

**Trash can**



**Vase**

**Room**

