2-3 Milestone One: Project Proposal

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The 2D image I chose to replicate in a 3D scene is that of a wooden table topped by a laptop, a pen, a pen holder, and a coffee cup. This scene is a good choice because the objects can be represented with one or more of the nine primitive shapes. The images were found online of objects that you would typically find in a workspace environment. The objects will be created with the following basic shapes:

A computer on a table

Description automatically generated

|  |  |
| --- | --- |
| * Table: Plane |  |
| * Pen: Tapered cylinder for the tip of the pen and a cylinder for the body |  |
| * Laptop: Box with rounded edges |  |
| * Pen holder: Cylinder |  |
| * Coffee cup: Torus for the cup’s handle and a cylinder for the cup |  |

Although the objects are images found on the internet, they are common items I have available so I can examine them in 3D. At this stage of the project development and course, it’s unclear how to achieve features like texturing, round edges on a box for the laptop, and many other aspects to create a realistic 3D image. So, as the course progresses, I’ll be looking for answers to these and many other questions I have in working with Open GL The first step I’ll take is to create a 3D tabletop with texture. After that, I will focus on each object. It is unclear at this point whether it’ll be easier to create all the objects in one project (which will eventually happen) or create each item in separate projects and then combine them once finished.