A picture containing car, ground, old, parked

Description automatically generated

The image I am going to use is a photo of my 1955 Chevrolet 3100 front end. I want to focus on specifically on the front end because it has all 4 primitive shapes including squares, cylinders, spheres, and a plane. The ones that will be created in 3D will be the headlights, bumper, and hood. Some of the 2D objects will be the grill and headlight bezels. I am choosing to do the lights, bumper, and hood in 3D to give the truck foundation in the image. These are also some of the shapes that will have floats not overlapping other parts of the image.

To break down the items into shapes we have the bumper which is a cylindrical shape. The headlights are spheres, and the hood is a plane with cylindrical shape on at the front of it. I will also do the turn signals which are spheres as well. The grill will be a rectangular 2D shape as will the bowtie or Chevrolet emblem.