1-4 Project Review

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The objective of this project is to take a two-dimensional image and translate the objects represented therein into a 3D model. The basic shapes given to use are cubes, cylinders, planes, pyramids, spheres and tori, the last of which I was unfamiliar with and had to look up. The image I chose was the bottom-leftmost one showing a Macintosh desktop computer, magic keyboard, mouse, pencil holder with pencils, mug, and a stack of journals. There are a few different types of things shown in this scene. The monitor itself is a rectangular cube and could be made with a cube. Other things that can be represented with cubes: the magic keyboard, which is an elongated cube. I would consider using a plane, except that it has a height and thus three dimensions. The journals which make up the stack could be represented with cubes, and small cubes could make up the individual keys on the keyboard as well. A few complications to these are that each of the journals could be made with a cube for the pages and three other cubes for the front, back and spine for more detail. The journals are staggered slightly from one another and could be placed at a slight tilt relative to the rest of the stack. They are also all different sizes.

A few of the objects are trickier to render in 3D (with my limited experience), and might use some creativity. The easiest of these is the mug itself, which could be made with a hollow cylinder which had been skewed into a conical shape, and maybe a circular plane for the base. The handle could be made from a torus which had been skewed. The mouse could be a stretched-out sphere with a plane for the flat base, or it could be a few shapes put together. This one would take some creativity. The pencils are easy enough, just a cylinder for the pencil and a cone for the tip. The container they’re in appears to not be a perfect cylinder but rather a square one with round edges. Perhaps there’s a border-radius setting to round the corners of a rectangle in the software. The table surface could be represented by a large plane.

This analysis doesn’t consider anything like color or shadows or light, but does describe my thought process when considering how to create the makeup of the objects themselves in 3-dimensional space.