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Topic 2 Lab Question 1

Objects that are easier to create are more square or regular objects. What I mean by that is square edges and not a lot of variation along its axis, a good representation of this would be a dining table. It can be represented by a rectangular cube for the table top, and then four more for the legs, assuming they were rectangular. From here all you would have to do is use triangles to cover the four sides of each rectangle and place them correctly. On the other hand objects that become more difficult require large variations throughout the object and usually curves or omitted areas. Lets take the difference between a circle, which is already a bit difficult requiring an algorithm and then a lot of generated points around the outside. Now lets make an ‘S’ shape that utilizes two half-spheres. This would require a lot more thought on where you would generate your circles as well as knowing what kind of triangular mesh to use to make sure there are no issues with rendering. So overall the more square an object is the easier it is to create, while curves and irregularities within an object increase the complexity and difficulty.