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CST-310

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Topic 3 Lab Question 1

One of the main objects that is part of the foreground and part of the background of my scene is the coffee table. The way that I would approach rendering the object is to split it up into smaller more manageable pieces. What I would do is break it into six different rectangular cubes, one for the top piece that is pretty thin, four vertical ones for the legs, and then another thin one three quarters of the way down for the bottom holding area. These will have to be aligned correctly and keep track of the four corners of the top to accurately put the legs connected to it, as well as the bottom piece. And having them all be the same color would allow for a seamless appearance and for it to appear as one larger object. This is my hand drawn geometric version of the coffee table:

A drawing of a bench on a dotted paper

Description automatically generated

A white paper with black dots

Description automatically generated

A drawing of a table

Description automatically generated

