Logan Hoots

Project 3: Your Surrounding World

CST – 310 MWF320A

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Foreground Objects:

I think the only foreground object is the front of the TV. This includes the edges and shelves.

Background Objects:

The only background objects are the TV and the back of the TV stand.

In-Between Objects:

Almost everything in this picture is an in between ground object. There are 5 different boxes, some DVDS, a lamp, a vase looking object, a glass ball, and some board games.

Main Objects:

1. TV
   1. This is the most important object because it’s the whole point of having the TV stand
2. TV Stand
   1. This is the second most important because the TV stand holds everything
3. Box on top of TV stand
   1. This is a cool object because it’s irregularly shaped
4. Box on first left shelf
   1. This object is a different color than most and stands out the most
5. Box on first right shelf
   1. This is a wooden box, honestly not incredibly important
6. Box on second left shelf
   1. This is an Xbox, also not incredibly important
7. Lamp on second right shelf
   1. The lamp is important because it could give off light to add an extra challenge to render this with OpenGL
8. Box on third left shelf
   1. I’m not even sure what this box is, it’s not very important
9. The small vase
   1. The small vase isn’t super important because it’s small, but the irregular shape makes it a good challenge to make in OpenGL
10. The glass ball
    1. This is probably the easiest to make in OpenGL so it’s last on the list

Key Characteristics:

Most of the objects don’t have relationships with the other objects other than the TV stand. The TV is a “setting” for all the other objects. Most of these shapes are relatively simple, most are Quads. Most are darker or black, so color is very simple. There is a light coming from somewhere outside the picture that’s creating a lot of shadow, I could also add a light where the Lamp is to add more complex shadows.

Approach To Rendering:

1. TV: I’ll probably render this using OpenGL Quads
2. TV Stand: OpenGL Quads
3. Box 1: Some Quads for sure, but probably also some triangles
4. Box 2: OpenGL Quads
5. Box 3: OpenGL Quads
6. Box 4: OpenGL Quads
7. Lamp: OpenGL Quads because the lamp is square shape
8. Box 5: OpenGL Quads
9. Small Vase: Probably OpenGL Circles but I’m not completely sure yet as this is probably the most complex shape to recreate
10. Glass Ball: OpenGL Circles

Difficulty To Render:

(1 being the most difficult)

1. The Small Vase: This shape is really weird
2. TV Stand: This object has the most parts to it
3. Box 1: This is mostly Quads but it’s not only, so it’ll be kind of tough
4. Lamp: The light will affect a lot of stuff
5. TV: This isn’t really difficult just next difficulty
6. Glass Ball: Just because Circles are more difficult to use than quads
7. Box 2: This is just quads, it’s tied with the other boxes
8. Box 3: This is just quads, it’s tied with the other boxes
9. Box 4: This is just quads, it’s tied with the other boxes
10. Box 5: This is just quads, it’s tied with the other boxes

Hand Drawing:

A picture containing text

Description automatically generated

Side by Side Pictures:

A flat screen tv sitting in a room

Description automatically generatedA picture containing text

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