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CS-330

Milestone 1

For my project I will be using an aerial photo of a power plant near my house. I will include the photo at the end of this paper for reference to the shapes I am speaking of. The first 3D shape I can use is a tapered cylinder for the two smokestacks in the middle of the picture. A normal cylinder can be used for the scrubber stack to the left. I will use various boxes for the blue buildings and the powerhouse buildings to the right. Some of the smaller buildings in the middle I think I will leave out for simplification of this project because you cannot make much detail out since the photo is taken so far away. I can use a sphere along with 2 boxes for the cover silo on the left, and I think I will probably leave the belt lines out since they are so small. The base of the two cooling towers on the right will be made from cylinders, and I will make the cooling tower themselves out of an elongated torus. I will be leaving the smoke out of the pictures so I will use a torus to represent the opening in the top of the cooling towers. Those will be all of the 3D shapes I will be using since everything else is so small and hard to make out details because, as stated previously, the photo is from far away in the sky. I will also not being trying to replicate the surrounding terrain at this time since the project at hand is making a scene from 3D objects and there would be a lot of hours in trying to replicate the topography of the region the way we are creating 3D objects in this project. For these reasons I will use a plane for the ground level and will not be replicating the hills at this time.

A factory with smoke coming out of it

AI-generated content may be incorrect.