Proposal



In this image, I will be making the background in 2D planes. For 3D objects, I will make a cube with a Phone and Journal, a sphere-like shape for the coffee cup, and 2 planes for the computer's top and bottom. I think these are great choices because of the proximity and complicated angles. I think I can make it look just like this with some practice. I see the computer being broken up into 2 panes or one pane for the bottom half and a thin cube for the top. I will use a thin cube for the phone, and I'm thinking of making a sphere and cutting it in half for the coffee cup. I really want to challenge myself to completely understand OpenGL and I think this is the best way to do it.