



2-5 Milestone: Project Proposal

CS-330-T4204 Comp Graphic and Visualization 21EW4

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03/14/2021

I have chosen to recreate a scene from the seminal point and click adventure game *Myst* which was originally released in 1993, released *again* in full 3D as *realMyst* in 2000, and released *again* as a VR game for the Oculus Quest in 2020.

The scene I chose is one which stands out in my memory. I took a screenshot from *realMyst* which is the angle that I will be focusing on:



To recreate this scene in 3D, I plan to use a variety of primitives. The ground will be a **plane**, the various columns will be **cylinders**, the basin in the center with a sunken skin will be a made up of several **torus**, and the library in the distance will be created with an elongated **cube** and a triangular **prism** for the library's pediment. If time permits, I would like to also make the dome of the observatory on the right with a **sphere** and **cylinder** overlapping and the mountain and in the distance with a **cone** and a **cylinder** overlapping.



All these primitives combined should be enough to create a reasonably convincing depiction of the image. I hope as this course progresses that we will begin to work with some sort of CAD software which will allow me to place these objects in a 3D space rather than define the positions of the primitives in 3D space through trial-and-error.