**Milestone One**

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The image I will be replicating is the hedge garden. I chose this image because not only is it visually appealing but I think it will be an interesting challenge to represent the scene as there are hedges in the foreground as well as along a path into the distance. This means that I will need to adjust my 3D replication so that the spiral cut hedge in the middle is the focal point and the hedges along each side are in rows.

The hedges are mostly conical so this is the 3D shape I will be using the most in my replication. There are conical hedges along both sides of the sand path, which will be synonymous with the plane in my rendering. The low hedges in between the conical hedges in the image look to have squared off edges so I will use a box shape elongated into a rectangle for these hedges. The hedges in the furthest back view also will be represented by a box or boxes.

The center hedge is actually two hedges, but because of the viewpoint of the image it would best be represented by stacking a cone on top of a low and wide cylinder. The center hedge may be the biggest challenge for me in this project because it is trimmed with a spiral cutout. I’m not sure yet how I can represent this but it may be easiest to just use a different color rather than trying to create negative space on the cone.

The rendering of this image will need to be laid out using a coordinate system. The coordinate system will transform the 2D image into the 3D rendering which will allow the view space or camera to pan around the image from different viewpoints (*Coordinate Systems*, n.d.).

References

*Coordinate Systems*. LearnOpenGL. (n.d.). https://learnopengl.com/Getting-started/Coordinate-Systems