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CS 330 Graphics

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Week Two Project Image Declaration

I decided to take my own images for my project declaration. I really love my shelves full of my favorite things. I have included books, palo santo, a coaster, and a pin I was gifted in Ukraine that is the equivalent of “Say Cheese!”. This image has quite a few shapes to choose from. This image has the following: box, plane, sphere, cylinder, and triangle or prism. This image has a lot of shapes and works for this project. You can really pinpoint some shapes, and if you look hard enough, you can find more after thinking you already found them all! I have added two angles of the scene to really look at the image thoroughly. A shelf with books on it

Description automatically generated A shelf with books on it

Description automatically generated

In this scene, I am able to pinpoint a few objects that I would like to use for my project. The scene sits on a large plane. The pin and the coaster are both spheres. The coaster additionally has a cylinder to make up the depth of the coaster. The books are all a combination of squares and planes. You can keep adding more to the book scene to give it more detail and depth. My favorite Harry Potter book of the series sits on top. It creates a prism because of the angle it is lying on the rest of the books. I say prism instead of triangle because the prism creates depth to the shape in the overall image. You have multiple planes in the whole bookshelf depending on how detailed you want to go with it. The palo santo is created by a plane and square dependinfg on which angle you are looking at it. The burning tray could be made from a half torus it looks like. You could also go about it by making it with squares or planes. I chose to place these items I nthe scene because they seemed like some shapes I could create in this class. It seemed possible to work with these.