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1. Introduction**

In this project, I will create a 3D scene replicating a desk setup based on the provided 2D image. The scene will include a computer, a lamp, a plant, and a clock, incorporating a variety of basic 3D shapes to achieve a realistic and detailed representation.

**2. Objects to be Replicated**

The objects selected for replication in the 3D scene are:

Computer: Central to the scene, consisting of the monitor, keyboard, and mouse.

Lamp: Positioned on the left side of the desk.

Plant: Adds a natural element to the scene.

Clock: Provides a timekeeping element and is a recognizable feature. **3. Basic 3D Shapes Breakdown  
Computer**

Monitor: Box for the screen, thin box for the stand.

Keyboard: Box for the base, smaller boxes for the keys.

Mouse: Tapered cylinder for the body.  
**Lamp**

Base: Cylinder.

Arm: Cone for the articulating arm.

Head: Cylinder for the lamp head.  
**Plant**

Pot: Cone or tapered cylinder.

Leaves: Pyramid or prism for the leaves.  
**Clock**

Face: Cylinder.

Hands: Thin boxes or tapered cylinders.

Frame: Torus. **Desk Plane**

Ground Plane: A large plane to act as the desk surface. **4. Rationale and Scope**

The selected items provide a balanced variety of shapes and complexity, making the scene both visually interesting and manageable. Each object is broken down into basic shapes that can be easily modeled and assembled.

Achievability: The use of simple shapes like boxes, cylinders, and cones ensures that the objects are easy to create and align with the skills developed in the course.

Visual Appeal: The combination of electronic devices, office supplies, and decorative items creates an engaging and familiar scene. **5. Conclusion**

This 3D scene will effectively demonstrate the application of basic 3D shapes in creating a cohesive and realistic environment. The project is structured to ensure a balance between creativity and technical feasibility, resulting in a visually appealing final product.