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CS 330 - *M2-3 Milestone One: Project Proposal*

My 3D Scene Proposal: *The Little Things on My Desk*

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So, I’ve decided to go for something a bit more on the chill side for my 3D modeling project. I want to replicate a tiny slice of my daily life – literally the corner of my desk where I spend a ton of time. I’m thinking about focusing on a few simple items that I always have around me. These are things I see every day, but never really think about in terms of shapes or how they could be modeled. It’s going to be a neat little challenge!

**What I’m Planning to Model:**

1. **My Trusty Coffee Mug**: Can’t start the day without it. It’s mostly cylindrical, but it’s got this quirky handle that might be fun to figure out.
2. **The Desk Lamp**: It’s got a simple, modern vibe. I reckon it’ll be a cool way to play around with different shapes to get the look just right.
3. **A Notebook**: It’s always lying there, sometimes open, sometimes closed. It seems easy enough but getting the texture right will be interesting.
4. **A Pencil**: It’s just a pencil, but how do I make it look not just like any 3D cylinder? Plus, the little details like the tip and the eraser should be fun.

**The Shapes I’ll Be Using:**

* **Cylinders** are going to be my go-to for the coffee mug and the pencil. It’s fascinating how something as simple as a cylinder can become so many different things.
* **A Box** for the notebook. It’s basically a thin rectangle, but it’s all about the textures here.
* **A Cone** for the pencil tip. It’s a small detail but getting it right is crucial for that authentic pencil look.
* **A Sphere** might seem out of place, but I’ll use it for the lamp’s on-off switch. It’s these little details that can really make a model pop.
* And, of course, a **Plane** for the desk surface. It grounds everything and ties the scene together.

**Why I Chose These Objects:**

They’re familiar, which means I have a clear reference at all times (literally, I just have to glance down). But they also offer a variety of shapes and textures that’ll help me get a solid grip on the basics of 3D modeling. Plus, it’s a scene that’s both meaningful and doable. I want my project to be something I can achieve without tearing my hair out but still feel proud of when I show it off.

**How I’m Going to Do It:**

I’ll start by sketching out how each object breaks down into its basic shapes, then move onto the modeling software to block them out. The real magic will happen in the detailing – adding textures, playing with light, and getting those little nuances right. It’s going to be a mix of technical skill and a bit of artistic touch.

**Wrapping It Up:**

That’s the plan! I’m aiming for a mix of simplicity and realism, focusing on objects that might seem mundane but are actually pretty complex when you break them down. I think it’s going to be a great way to dive into 3D modeling, learning as I go, and ending up with a scene that’s a little piece of my everyday life. Plus, it’ll be super cool to see my desk from a totally new perspective – through the lens of a 3D model.  
  
Image:

A desk with a lamp and a notebook

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