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2-3 Milestone One: Project Proposal

In this 2-3 milestone, I selected a simple 2D image of the park with a bench, tree, picnic table, and basketball court, which are the objects to replicate in a 3D scene. The reason for my selection is that those objects offer a combo of variety and complexity, enabling individuals to showcase multiple primitive shapes and make an engaging 3D scene that becomes both achievable and interesting. However, each object will also be constructed through the use of a combination of primitive shapes. The items from my scene that I’ll be replicating in 3D are the bench, tree, picnic table, basketball court, and a ground plane. Benches can be made using a mix of cubes and planes. There are two cubes for the seat and backrest. On the other hand, these legs from a bench have four elongated cubes. One tree can be formed using a combination of spheres (foliage) and a cylinder (trunk). This foliage contains several spheres as they get placed at various heights while the trunk refers to a cylinder as its main part. A picnic table is constructed using planes and cubes, so it has one large cube for the tabletop, four blocks for the legs, and two smaller bricks that are linked to the bench’s legs. Likewise, the basketball court can be represented by using planes. Even though there’s one large plane for the ground, the basketball court has additional planes with different materials for court lines and a hoop. At last, a ground plane is a huge flat plane that’ll serve as the ground for all objects to sit on. For achievability, the chosen objects and their corresponding primitive shapes are well within achievable limits for a 3D scene. We can efficiently create the elements from the 2D image in a visually appealing 3D environment again by using a mix of cubes, cylinders, spheres, and planes. That scene offers a good balance between feasibility and complexity, establishing such an interesting and fun exploration for viewers. However, this kind of practice falls under the subject of 3D modeling, which becomes a fundamental aspect of computer graphics. We’ve shortly covered the essence of Game Design, that includes making captivating expeditions within games by designing gameplay, mechanics, challenges, and more. Both 3D modeling and Game Design require a combination of creativity, technical skills, and a deep understanding of user experience to craft engaging visual and interactive content.



 