

My analysis:

I think my object is an ashtray. It is my best guess. But to be honest, it kind of helps me not knowing what it is, when I design it. That way I can more easily focus on the drawing without my predisposed thoughts changing my view.

The form itself is mostly a box. It has some form of edges, where the material has been folded to make the box.

On top there are two circles, where one is raised. On top of those there is a small tube.

At each end of the box there is a rounded handle, also with edges from where the material has been folded.

The material is zinc all the way through. It is quite simple and not very thick.

How I will make the model:

The box itself will be a polygonal cube with the dimensions: 10 x 6 x 3 cm. The first round on top is a simple cylinder with a height of 0.1 cm. The second round is also a cylinder where I will create extra subdivisions and move the edges to make it rounded.

I will create the tube on top by making a cylinder in the right dimensions and then a slightly smaller one and place it inside the bigger one. Then I will make a Boolean 'difference' to create the hole.

The drawer will be a cube and a smaller cube to make a Boolean difference as well. The edge of the drawer will be a cube with rounded corners.

The handles are the trickiest parts. The handle for the drawer I will make by creating a cube and extruding the two parts that are slightly raised from the rest. Afterwards I will try and draw a curve to depict the curve of the handle. I will only make half of the handle and then mirror it afterwards. Then I will make an extrusion along the curve using the faces of the cube I have created. Hopefully that will do the trick and I can then mirror the whole piece and place it at the right position.

Then I will try and copy the handle to the other end of the model and slightly tweak it, so that it looks like the other handle. Luckily this handle is mostly out of view in my chosen frame, so it doesn't need as much love as the first one.

Materials:

The material is, as mentioned above, zinc all over. I plan on finding a big image on google of galvanized zinc and then use it as the material on the whole figure. There might be some issues with way it is projected onto the model, seeing that the handle is curved. On the cube, there should be no problem. On the handle, I will use UV mapping if the first method doesn't work.



