Instructions:

1. Turn on the resolution gate in each of the four panels. The frame will help you to think in terms of the totality of the image you are creating.

2. Construct a plane in relation to which objects will be placed. The objects will be physically anchored to the plane. The objects should not break the surface of the plane. The plane will be a context for the objects.

3. Construct three forms according to the following rules:
   - Each form must be constructed using only the following NURB 3D shapes: sphere, cube, cone, cylinder, torus. (You may put caps on cones and cylinders, if you like.)
   - Each form should be constructed entirely from one single type of shape, i.e., entirely from spheres, entirely from cubes, entirely from cones, entirely from cylinders or entirely from toruses. The forms may penetrate each other.
   - The forms should be abstract, i.e., they may metaphorically evoke recognizable things, but they should not be directly descriptive.

4. Modify the forms using only the Move, Rotate, (Uniform) Scale, Parent and Group operations.
   - Do not manipulate individual control vertices or use any other deforming operations.
   - Periodically check the shape and arrangement of your forms in the perspective view and each of the three orthographic views.
   - If you are working in a wire frame display, periodically examine the objects using a smooth-shaded display.
   - Once each individual form is defined, you should make it into a group, so that you can subsequently move, rotate or scale the group as a whole.

5. Define a final perspective view of your scene.
   - The forms must lie entirely within the resolution gate.
   - The plane need not lie entirely within the resolution gate.
   - Some of the forms may partially obscure the view of other forms.
   - The view should be presented in a smooth shaded display.
   - The result should be an inventive and visually interesting image.
   - The shapes/objects should not penetrate each other

Issues to Consider:

- The nature/characterizations of each form/configuration.
- The relationships between the forms: juxtaposition/scale.
- The relationship of the forms to the plane.
- The composition of the whole within the frame/screen/box.
- The nature/characterization of the viewpoint.
- Do not do any more to the scene than instructed.