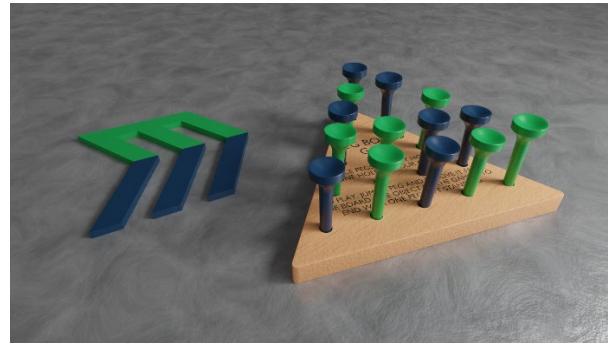
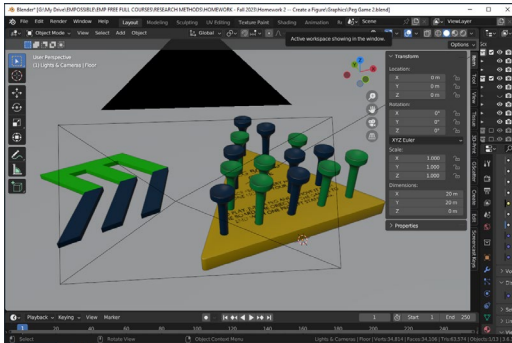


### Problem #1 – Model the Peg Game

Using Blender, model and render the famous peg game found in many restaurants across the country. Make the render as photorealistic as you can. Show the pegs in a valid starting position (i.e. one empty hole). Include at least two different colors of pegs. Insert the render into your homework document along with a screenshot of the same model in Blender. An example of what you might submit is shown below. Use your imagination and have fun! There is no need to make your peg game look exactly like the one below.



### Problem #2 – Create an Annotated Figure

Import your render into a vector graphics tool (Inkscape, Illustrator, etc.) and annotate the peg game to convey all dimensions that would be necessary to manufacture the game. You may also annotate the diagram in Blender, but you may find it easier to do outside of Blender. Insert the annotated diagram into your homework document.

### Notes

Your homework submission should include the following:

- a screenshot of the peg game in your 3D program,
- a final render of the peg game,
- and an annotated diagram.