Hello,

This was my first self-conceived 3D model, and also my first time at Google Code-In. I must admit, it is a truly satisfying feeling to finish a model, and raytrace it over and over again.

This task wanted me to model an hourglass on MGED, and here it is. Before this, I had attempted the task by BRL-CAD which involved completing the first eight tutorials on ‘Introduction to MGED’. Having done that, I felt confident enough with modelling an hourglass.

I began by placing elliptical torii on flipped on each other and used a glass shader on them. I then made the cones of sand sit inside the glass. For falling grains of sand, I used tiny spheres. The top and bottom have been capped off using two identical pairs of rcc and tor.

I used the elliptical torii, cones and right-circular cylinders because when I think hourglass, my brain conjures up an image of an hourglass that is composed of these shapes. The two torii at the end is a more practical reason. Those bands can keep the hourglass from toppling, and messing up your time.

Cheers,

Fizaan

P.S. The name to use for drawing the hourglass is <<hourglass.c>>