I chose to do the iPhone because I was really stuck on what to do. Drawing the iPhone was difficult as it required me to apply a chamfer on all of the corners. The dimensions were taken from an iPhone technical drawing on the interwebs. I also chose corresponding materials, a plastic alloy for the body with aluminum alloy on the sides. The screen and lenses are all made of glass, with the former featuring a dark tint to simulate a blank display. Getting the entire drawing to meet the exact specifications that I found was difficult because of several errors in the beginning, but now it is to exact model standards.