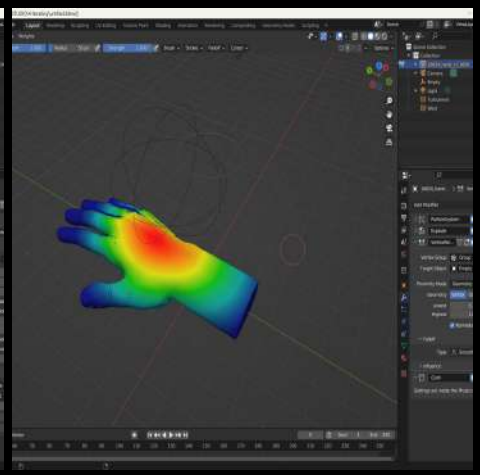
https://23035973.myblog.arts.ac.uk/

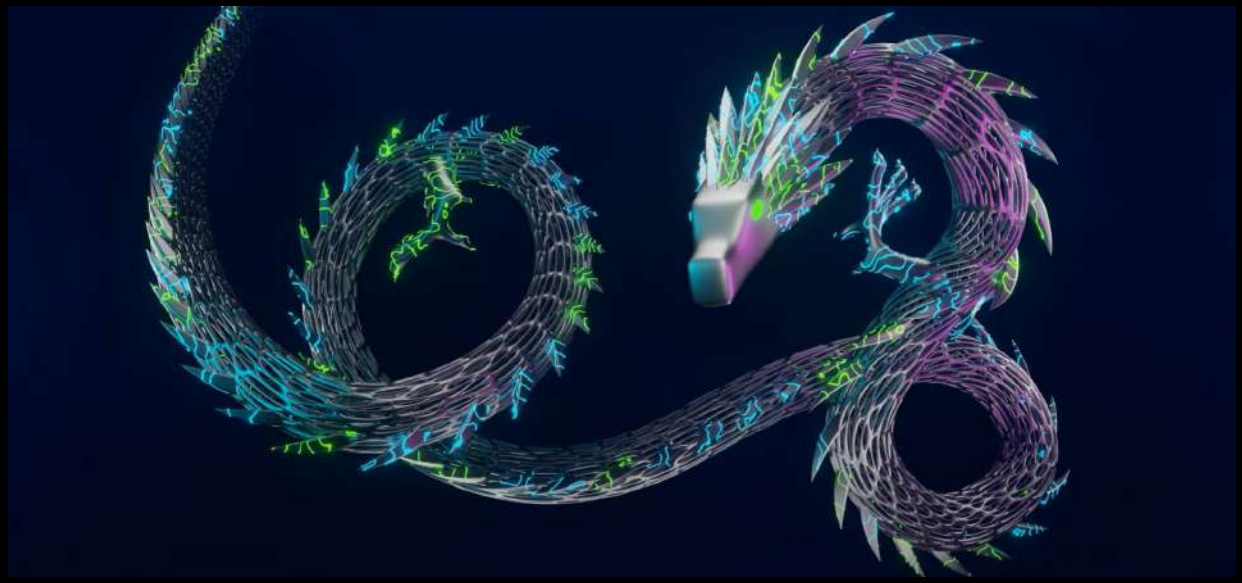
16-01-2024

Option 1
(Failed Attempt)

Tool: Blender 3.6
Project: Hand Distortion

PROCESS

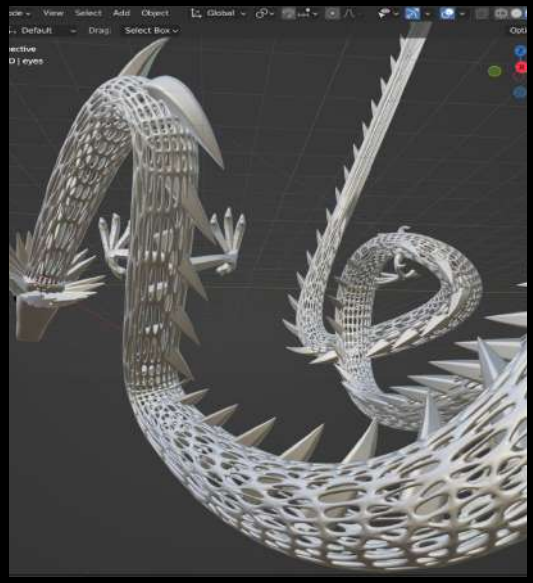


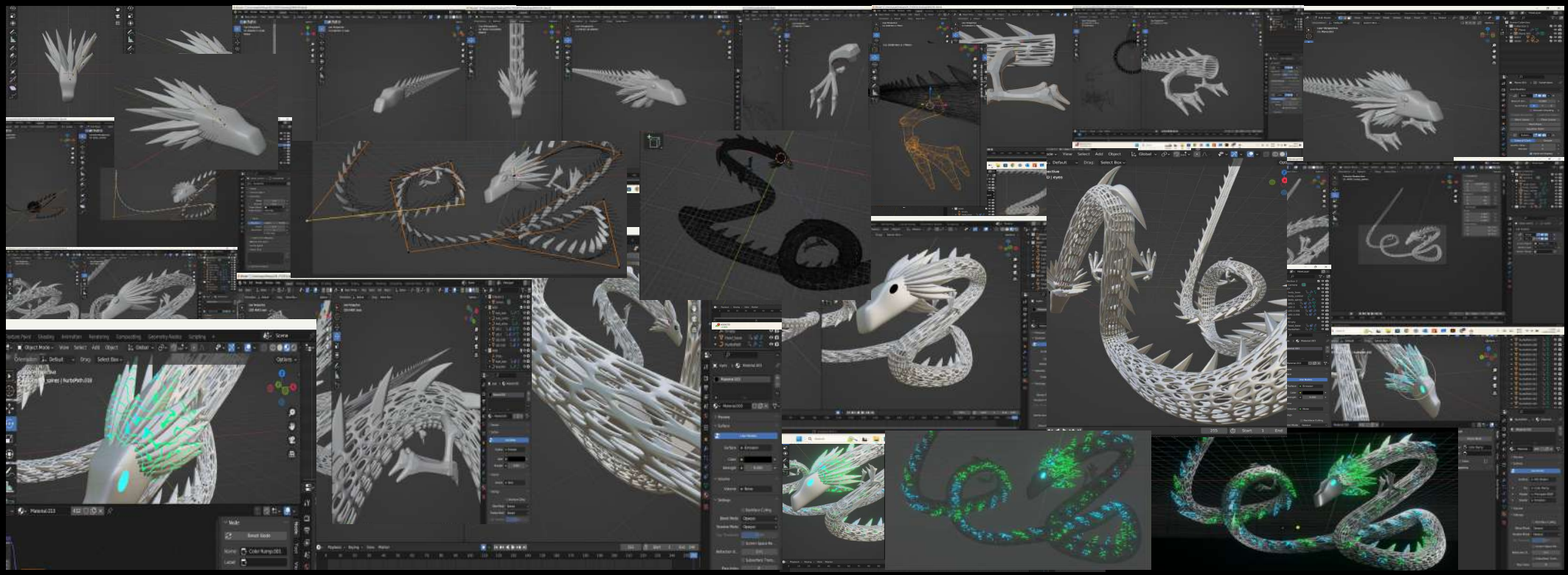


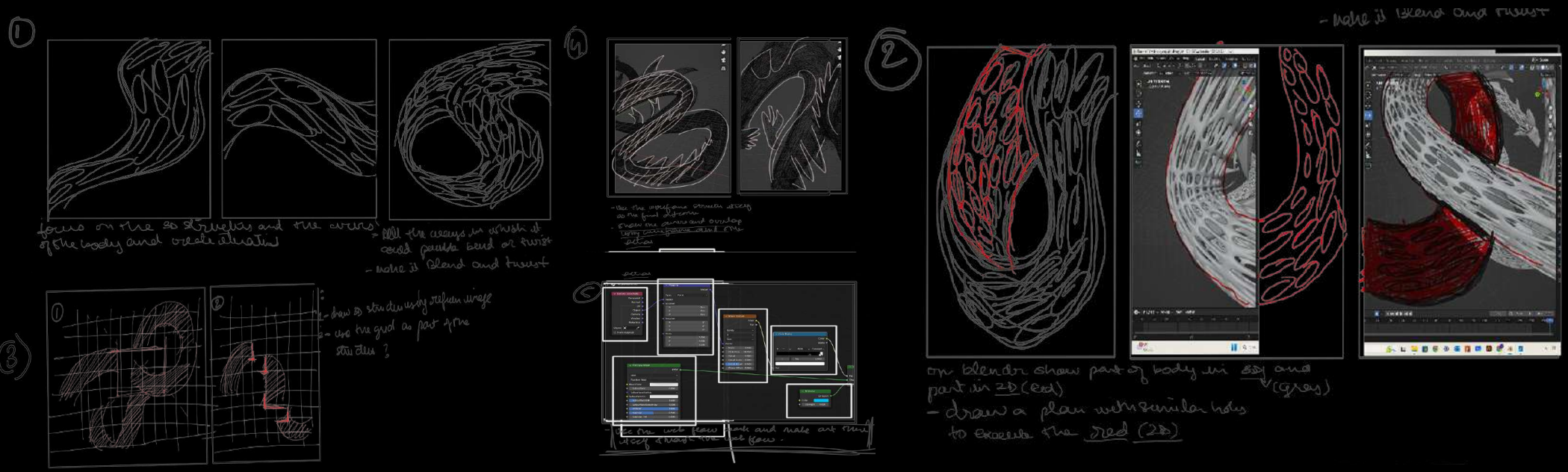
Option 1
(Failed Attempt)

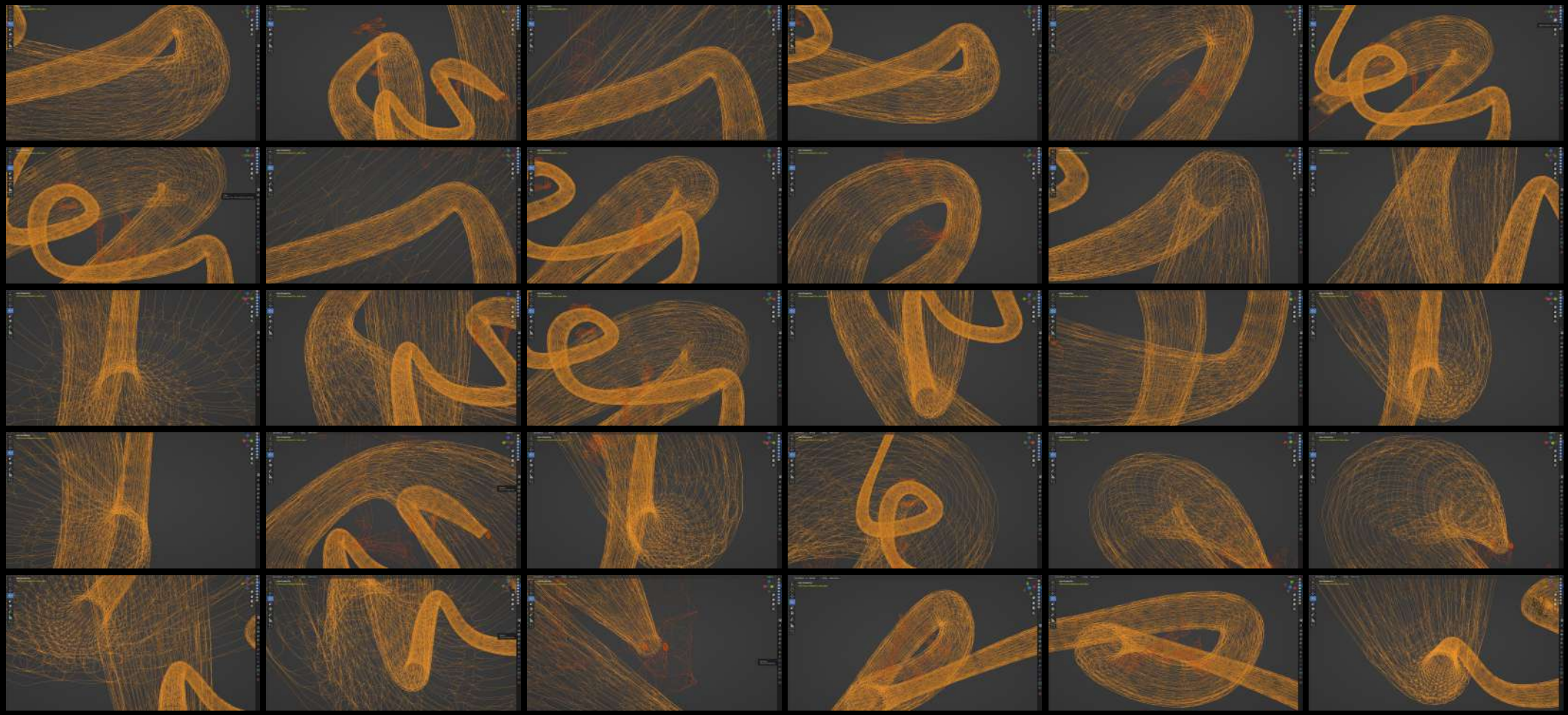
Tool: Blender 3.6
Project: Dragon by Yakub Shieverski

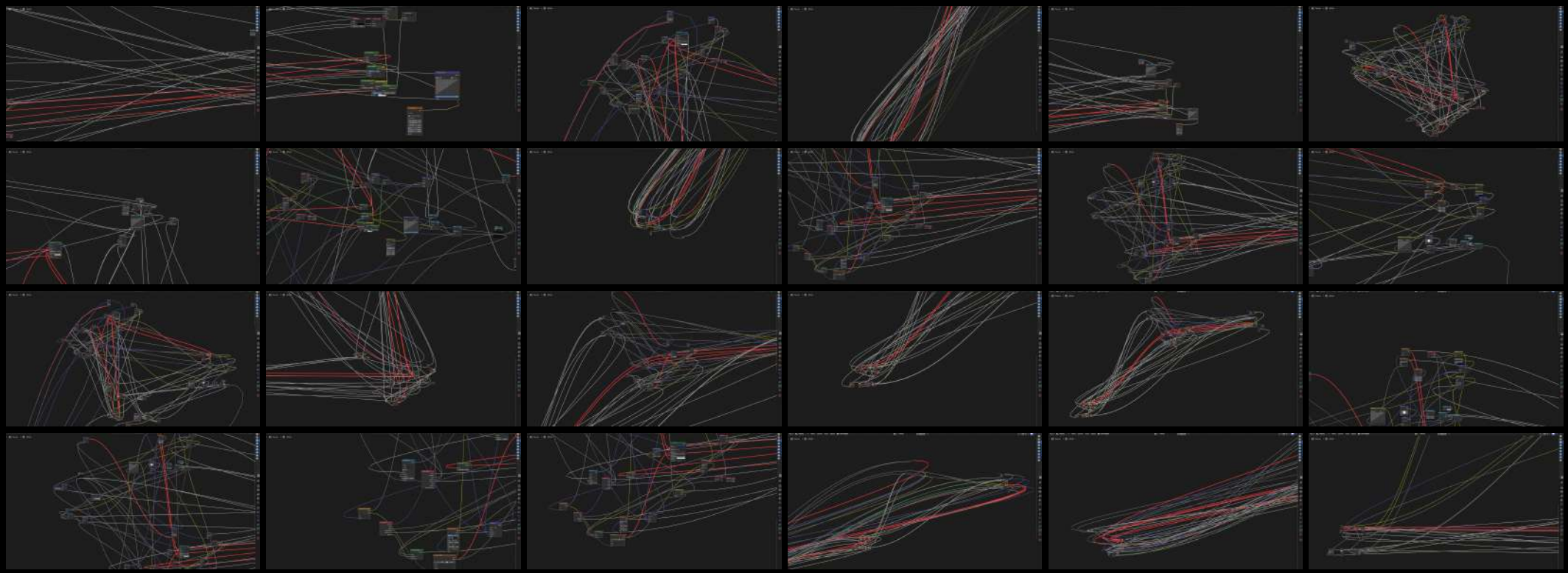
PROCESS






1
focus on the 3D structures and the arcs of the body and create iterations
- Will the ways in which it could possible bend or twist
- make it Blend and twist
3
1 - draw 3D structures using reference image
2 - use the grid as part of the structures ?
4
- Use the wireframe structure as the final outcome
- Show the curves and overlap using wireframe and the action
5
- Use the web flow back and make art there
2
- make it Blend and twist
on blender show part of body in 3D and part in 2D (red)
(grey)
- draw a plan with similar holes to execute the red (2D)

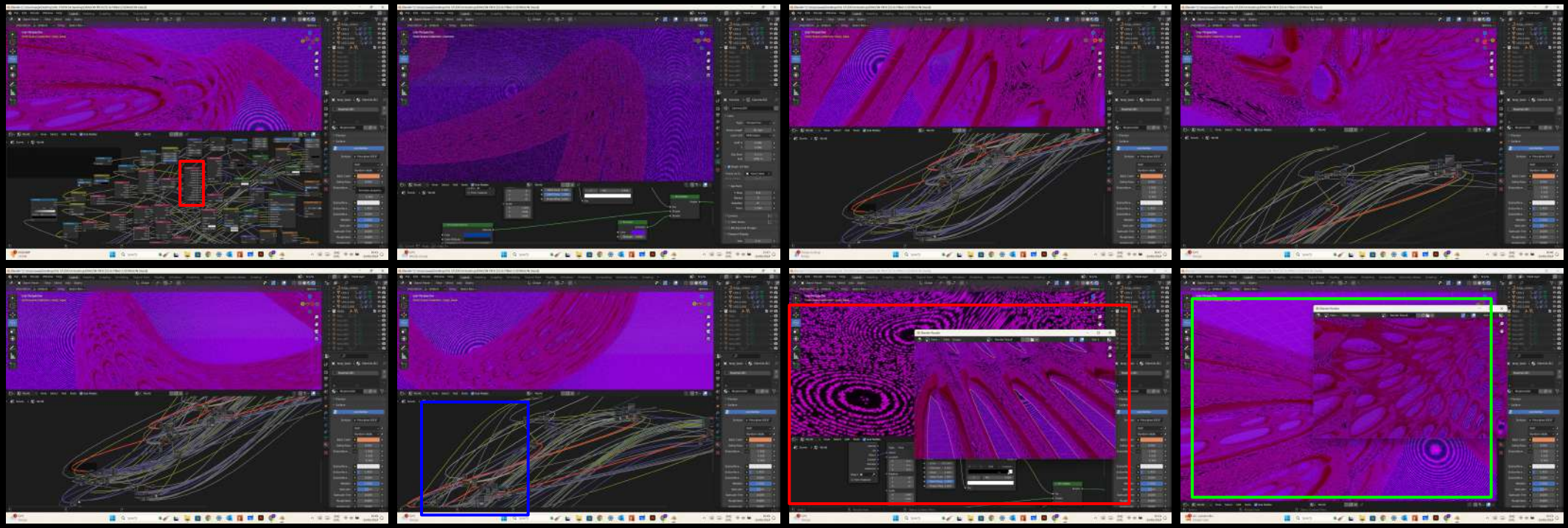




RANDOMISED NODES CONNECTION

These are some iterations after having subverted my chosen tool i.e. blender. Instead of focusing on the main 3D/2D workspace, as users typically do on blender, I thought it would be interesting to use the “Shaded Editor” as the main work space (which is usually a “behind the scenes” workspace where settings/ controls are systematically modified to get the desired effects/ results) and to use the “Nodes” (i.e blocks of editable information) as the main component. Further, I decided to randomly connect over 60 of these nodes to each other in a completely unsystematic way and move them around.

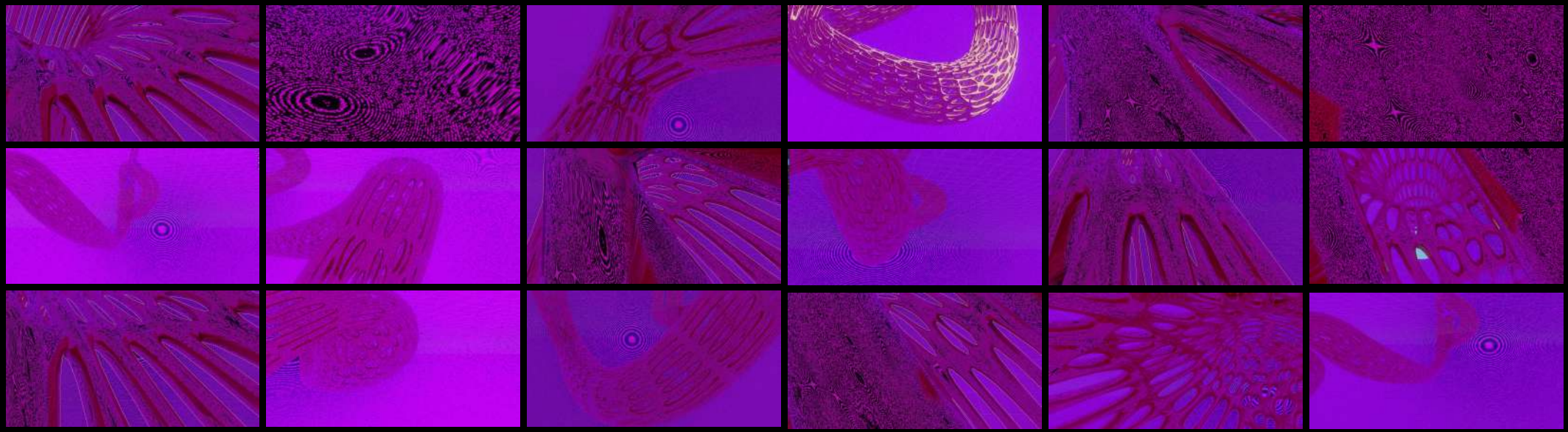
22-01-2024



RANDOMISED NODES CONNECTION

In continuation to this hack, I then paid attention to the resulting effect of these “Randomized nodes connections”. Above is the documentation of deriving my iterations. As labeled above, the small and the big red box highlight the “nodes”and the resulting “randomized effect” respectively. These visuals (highlighted using the green box) are the the result of randomly connecting over 60 nodes together, as you can see in the “shaded editor”workspace (which is highlighted using a blue box).

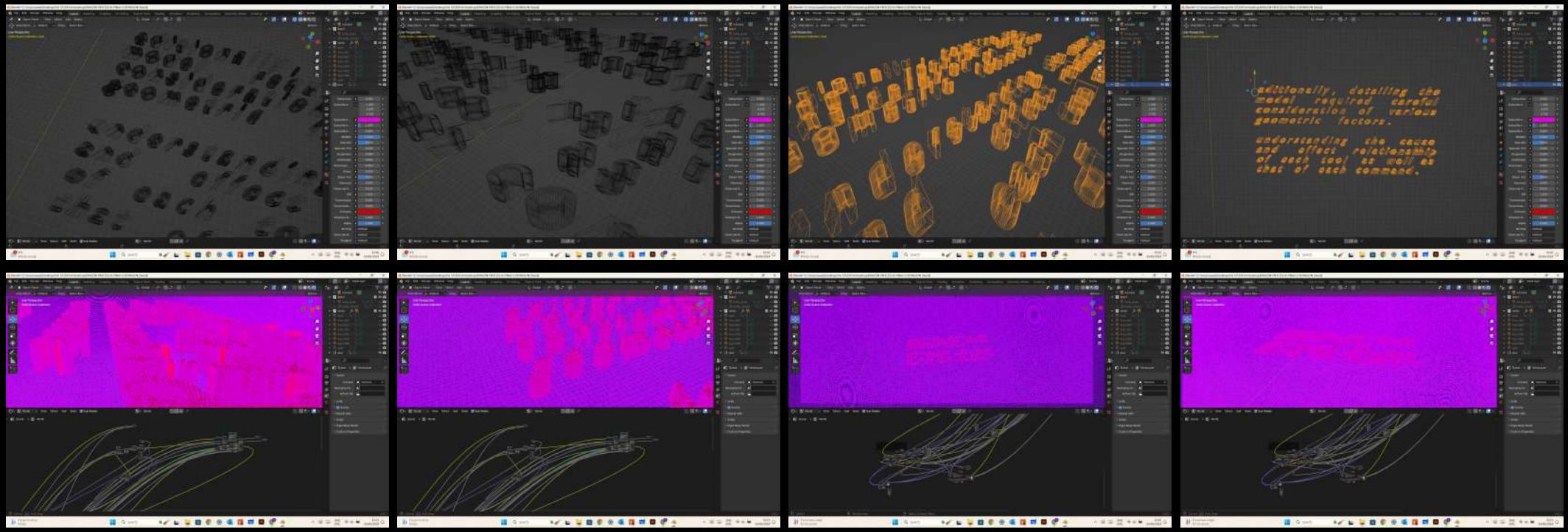
25-01-2024



RANDOMISED NODES CONNECTION - RESULTS

These renders are the final iterative results. To summarize:
The hack involves focusing on the "Shaded editor"workspace rather than focusing on the modeling workspace (which is the typical way). Further, I subverted the use of the "Nodes"in the shaded editor workspace (which are used for the procedural and systematic editing of the structure) by opening every modifiable node (window of settings) which are about 60-100 in number and randomly connected them to each other. These randomized connections and selections then resulted in the above effect which was quite abstract. The resulting effect was in tones of pink purple and black, and somehow generated different results based on the the zoom power.

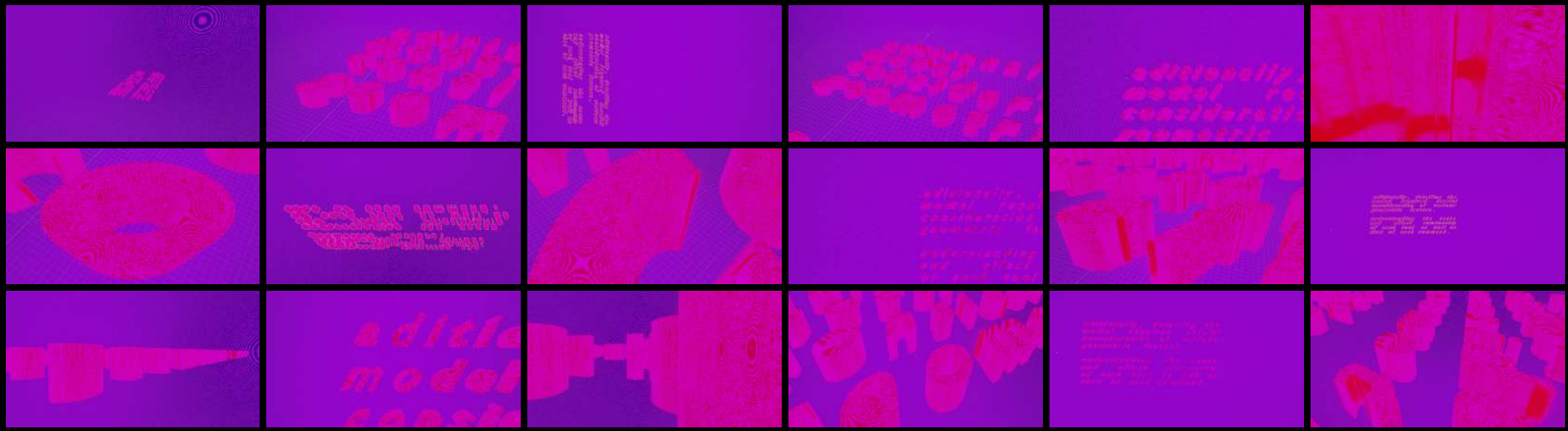
26-01-2024



RENDERED WRITTEN RESPONSE - PROCESS

This is the process documentation of rendering the written response using the same tool and method of iteration. The part of my written response that I chose to trender was “Additionally detailing the model required careful consideration of various geometric factors. Understanding the cause-and-effect relationship of each tool for the desired structure”. The reason I chose these two sentences was because I felt it these two aspects were quite challenging for me while learning how to use this tool (blender), further, I believe it was quite ironic to choose these two sentence for the method of iteration used. Since the method of iteration doesn't follow either of the sentences (which was also the hack in a way).

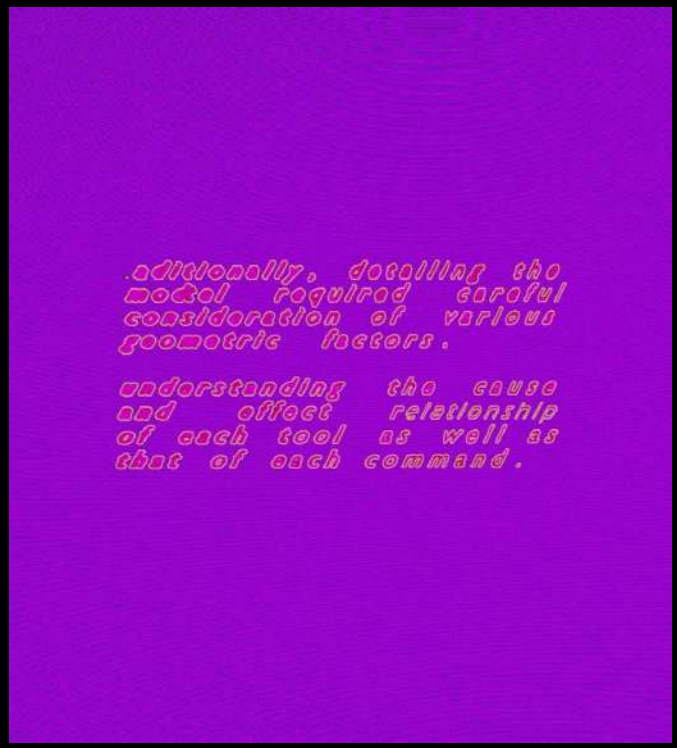
27-01-2024



RENDERED WRITTEN RESPONSE

USING THE SAME TOOL AND NEW ITERATIVE METHOD

27-01-2024



RENDERED WRITTEN
RESPONSE

27-01-2024