

chosen tool

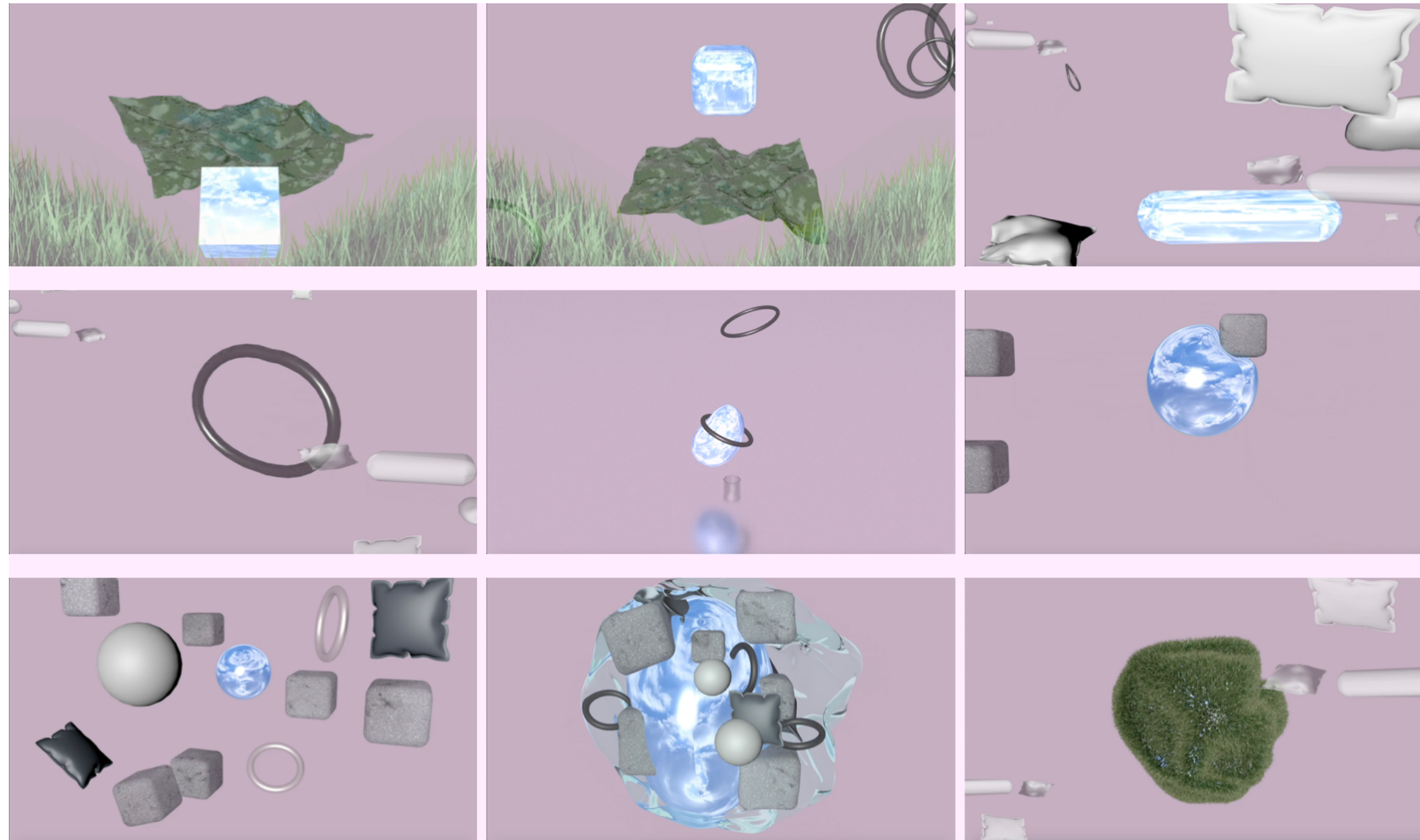


3d forms

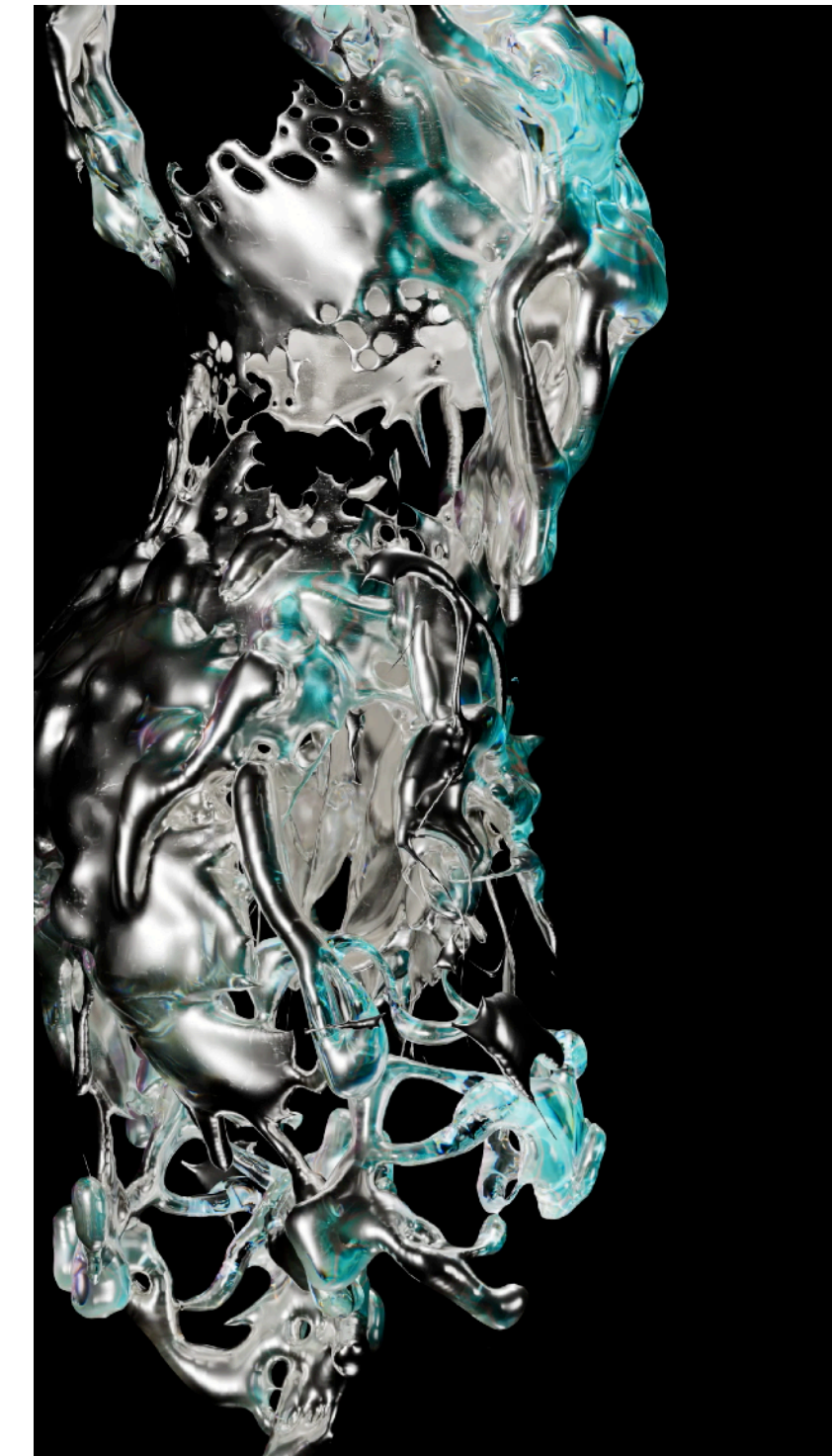
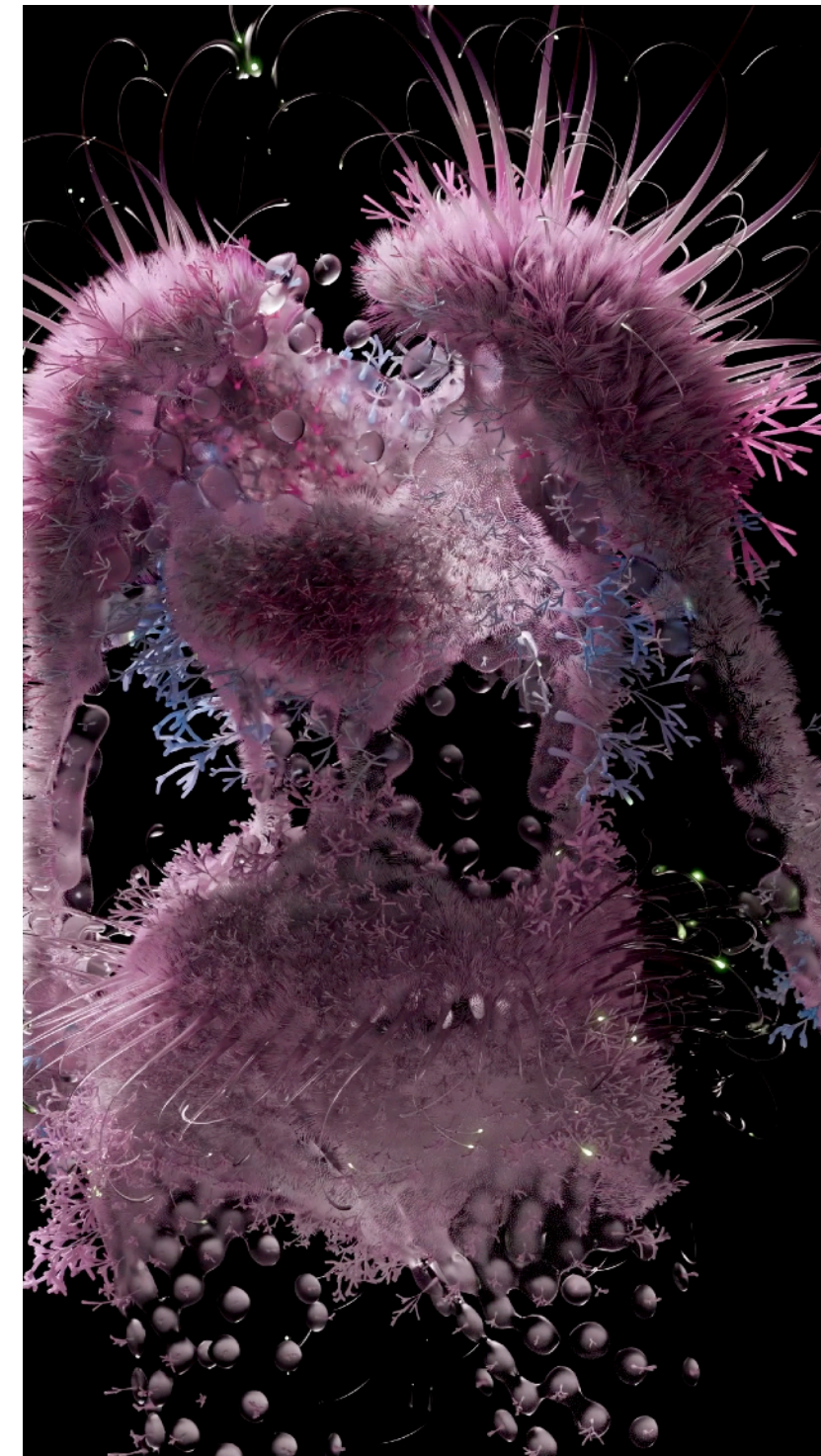
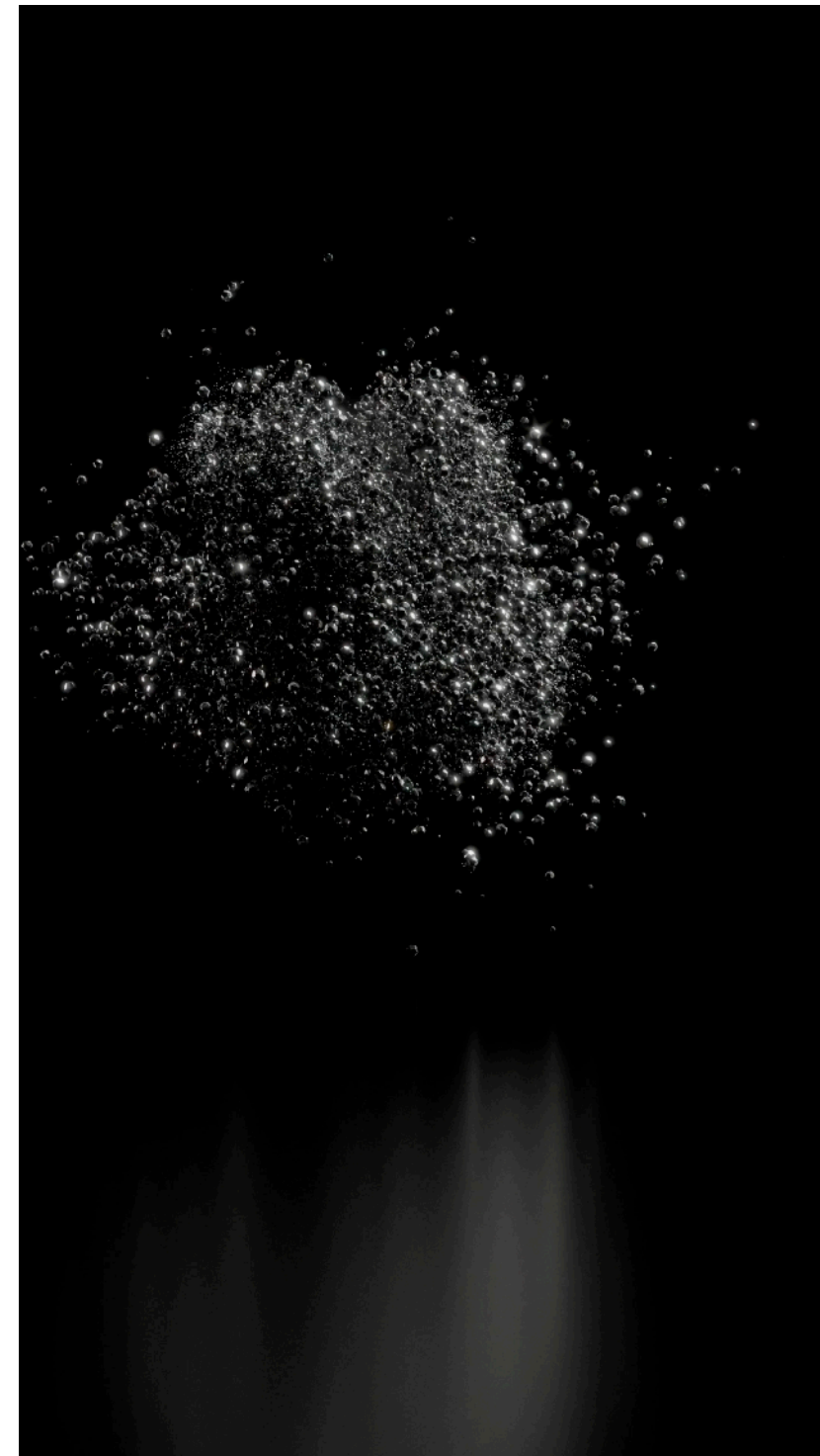
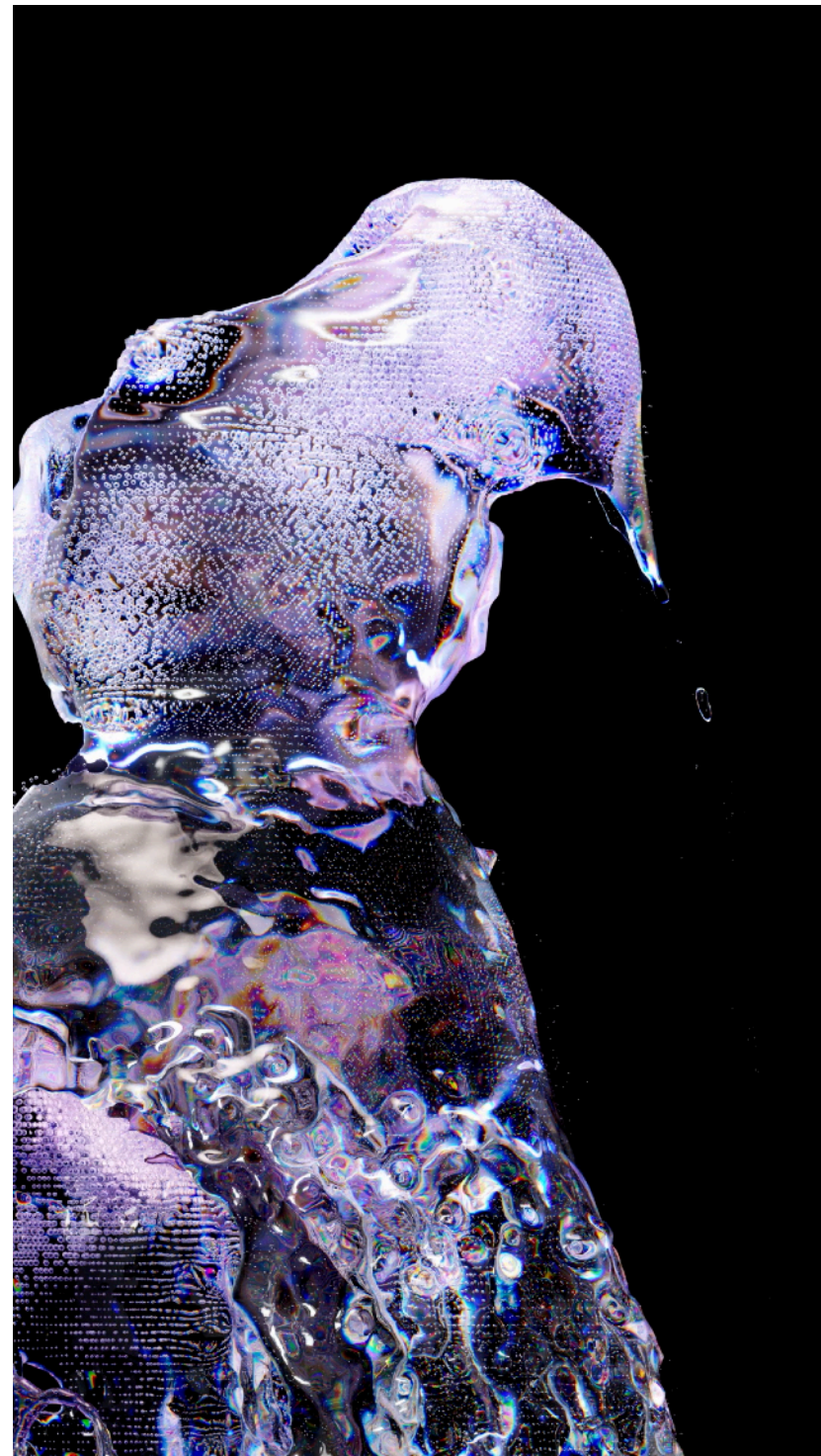
*Blender, Cinema4D, or others?
AR + MR Software
Generative 3D forms*

I've used 3D rendering software in the past. It was how I started my career out of uni.

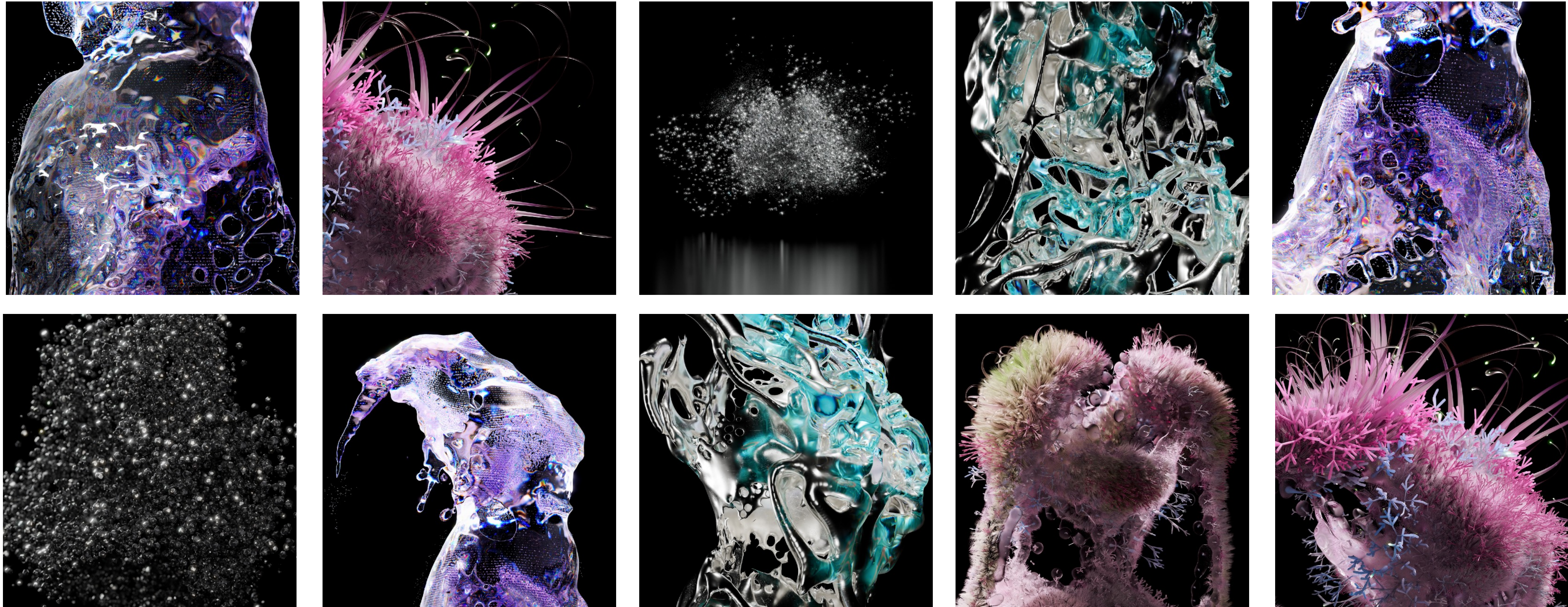
But I never explored it deeply.



My previous attempts at 3D work, from 2018-2020



I previously worked for Institute of Digital Fashion [IoDF], and I was surrounded by beautiful digitally rendered imagery, and I always wanted to learn that skill.

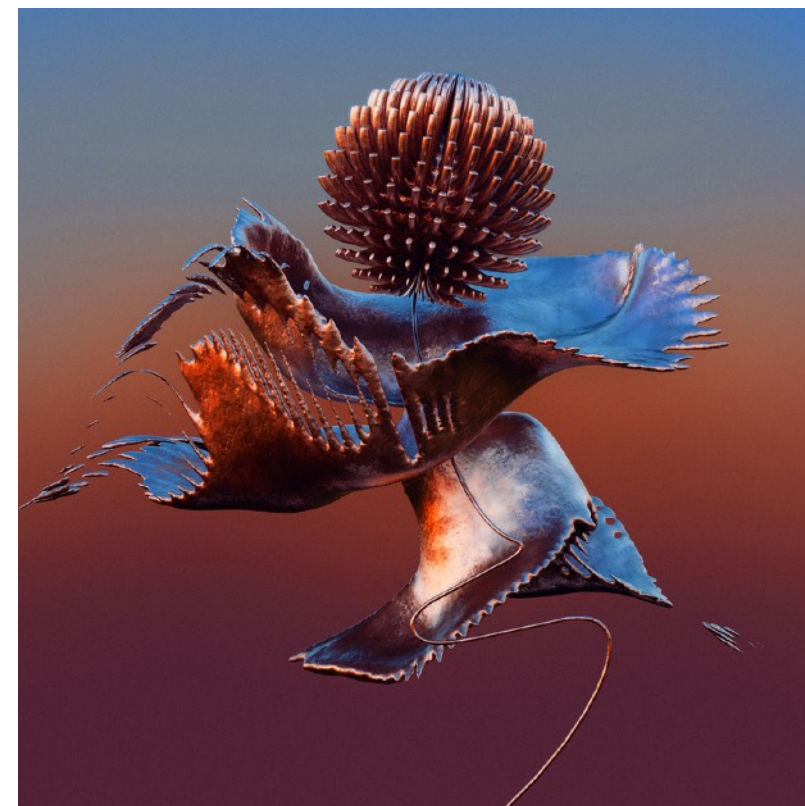
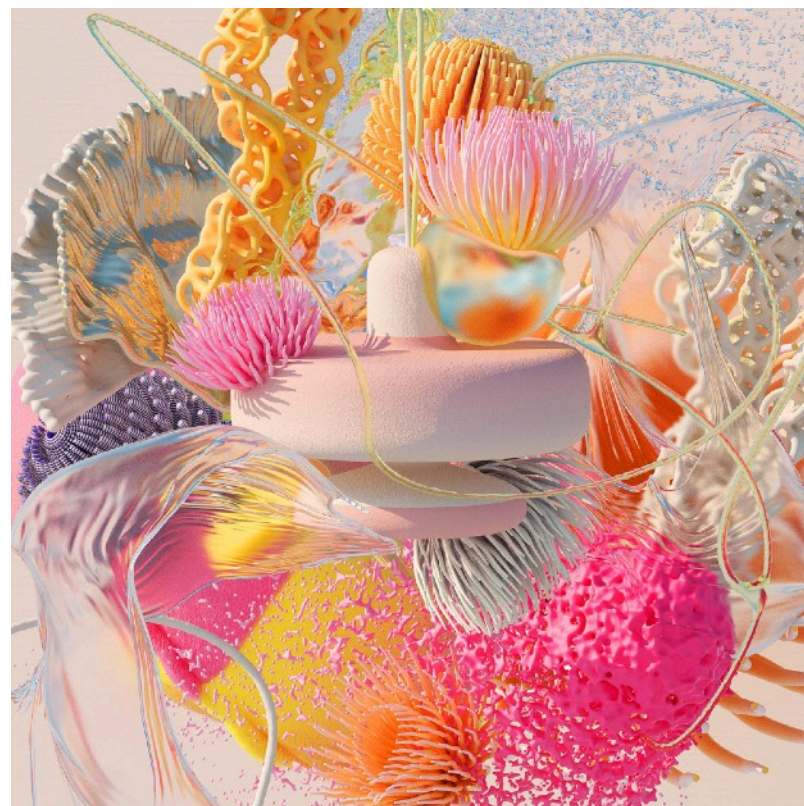
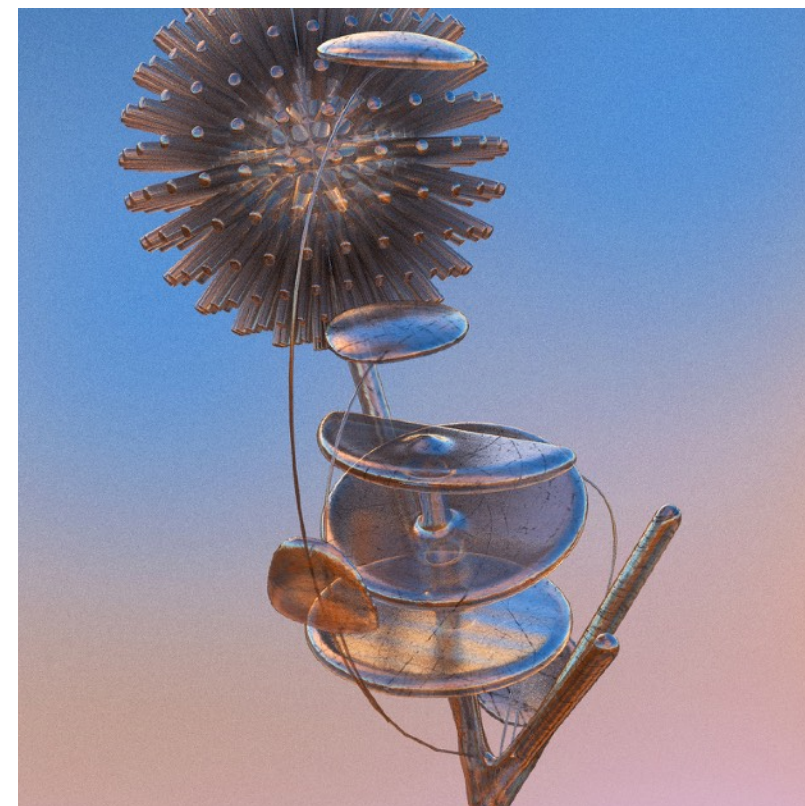
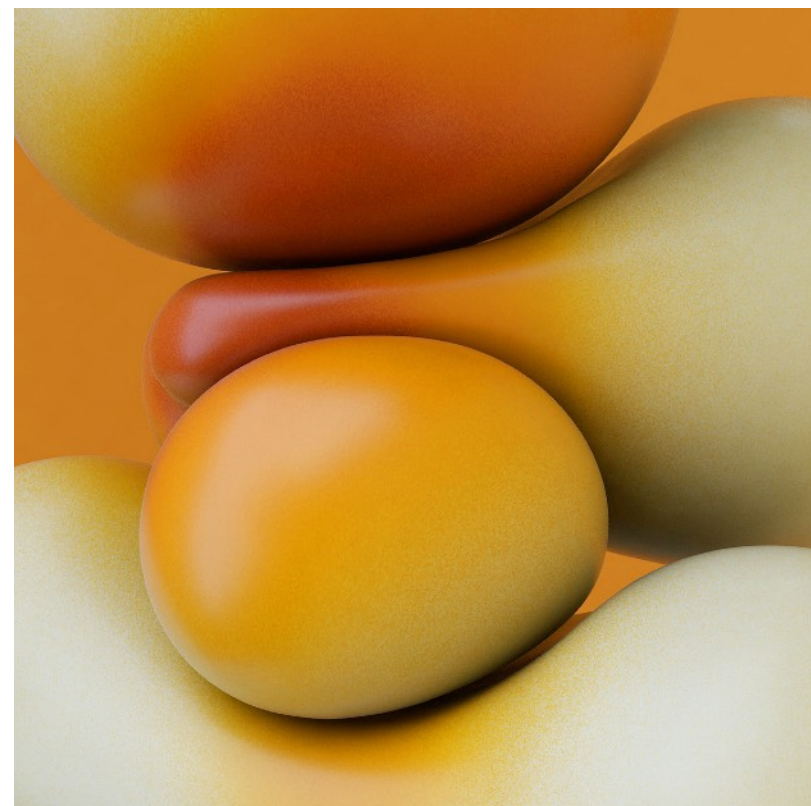
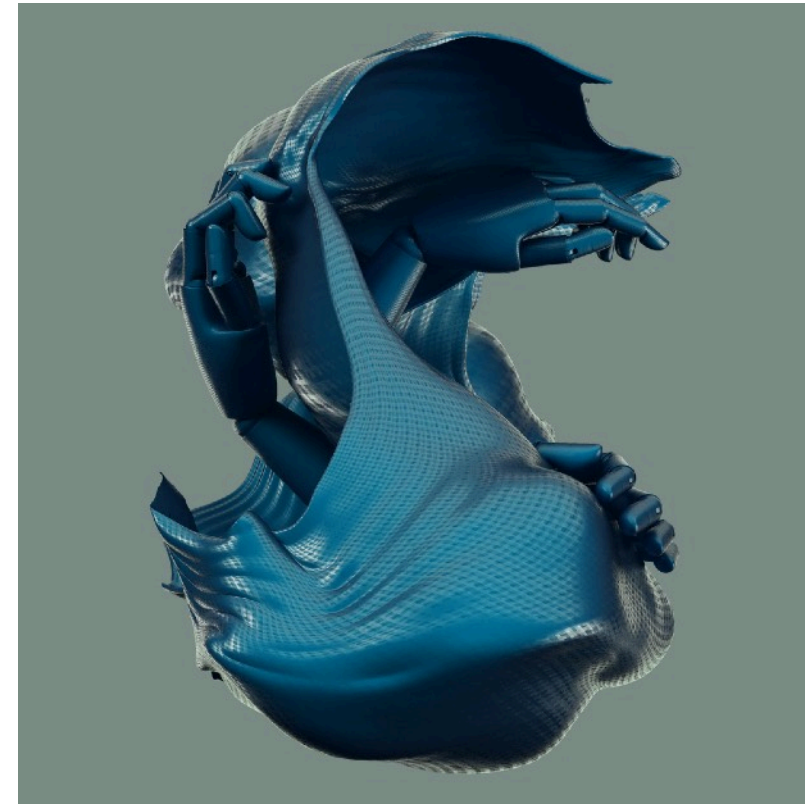
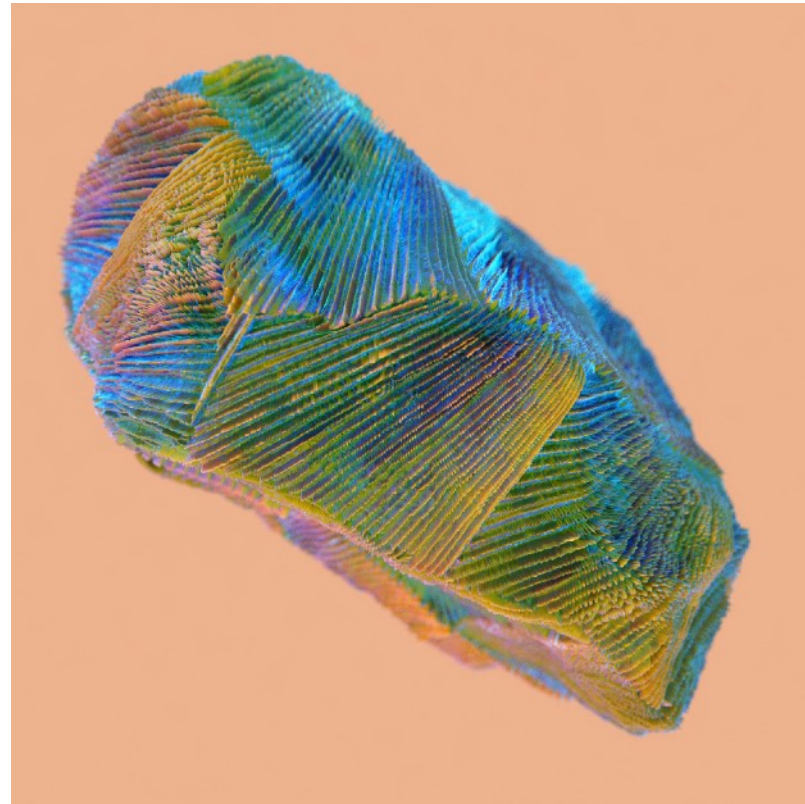
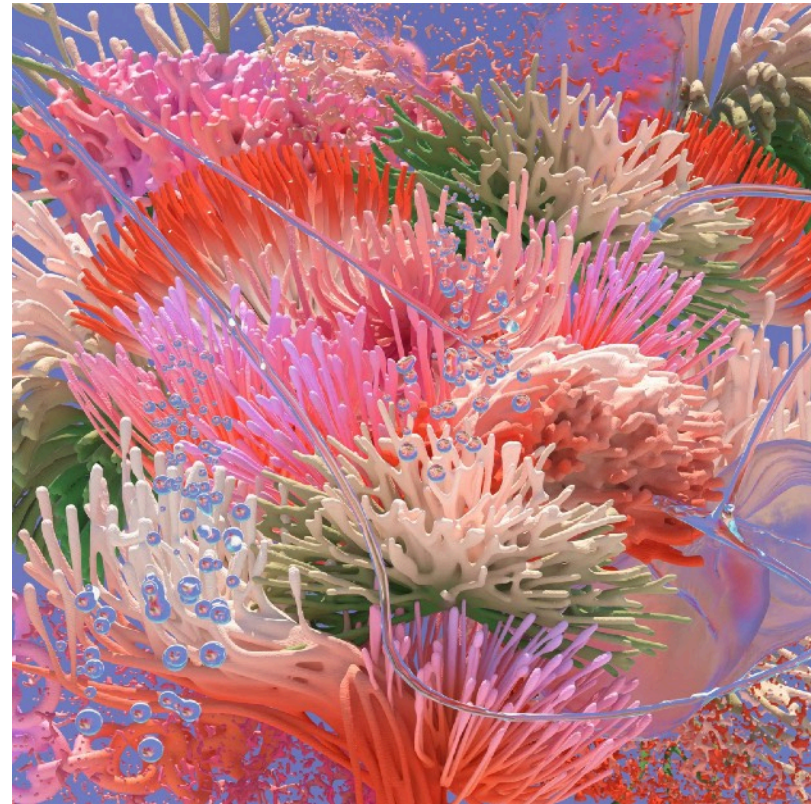


IoDF's digital garments based on abstract concepts like air, electricity, water, and plants, and I quite like the use of 3D to visualise abstract form



Ratatouille taste visualisation scene
Conveying abstract concepts, like taste, through visuals. Personal motivation = I run a specialty cafe with my family and I want to be able to visualise taste

chosen work



khyati trehan

*Indian graphic designer and 3D
visual artist, based in New York*

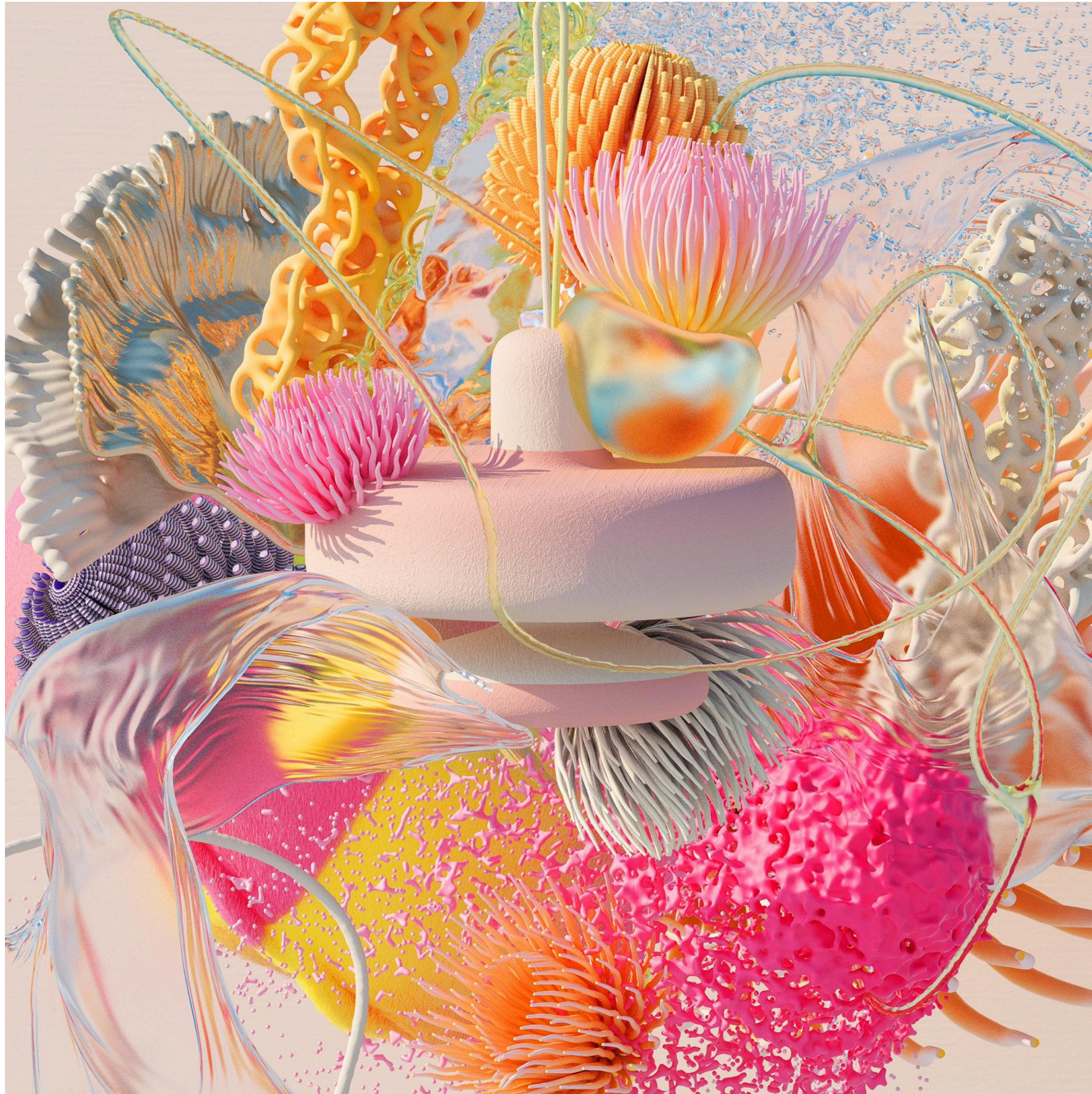
About Khyati:

graphic communication, visual storytelling and digital art

immerses herself in the context and uses this to arrive at "a strong concept" to shape visuals, rather than aesthetic trends alone

started exploring 3D to create imagery rather than search for it; working in 3D feels like "magic" for her because she can conjure spaces and objects out of thin air.

often uses 3D visuals not to make photoreal work, but to toggle between realism and surrealism, adding depth, movement and unexpected juxtapositions.



ecotherapy

The project attempts to visually represent the sense of calm that nature imparts upon her

*“There is something strangely **therapeutic** and serene about **entropy** in nature. We feel interconnected with the earth and have an undeniable, almost **mystical bond** with organic and imperfect entities that exist in our ecosystems. This, most likely, forms the basis of ecotherapy. As an experiment, I tried to **visually fabricate** the essence of nature with 3D modeling, texturing and lighting to see what it does to us.”*

feedback: too complex to recreate, choose something else



ugly

No actual reason or meaning behind the creation of this work.

*It represents abstract form and seems a bit easier to attempt, but is **still challenging enough** for me. It demands that I create the shape myself, rather than using simple forms that softwares usually provide, like a cube, sphere, or torus.*

