





Cone > Subdivision

+ Add Modifier

Displace

Texture.011

Coordinates Local

Direction Normal

Strength -0.800

Midlevel 0.500

Vertex Group



Cone > Texture.011

Displace

Texture.011

Type Musgrave

Preview

Musgrave

Noise Basis Blender Original

Type Multifractal

Size 1.31

Nabla 0.10

Dimension 2.00

Lacunarity 3.44

Octaves 0.46

Intensity 3.54



Search

Cone > Textura.011

Displace

Texture.011

Type Noise

Preview

Colors

- Clamp:
- Multiply R: 1.000
- G: 1.000
- B: 1.000
- Brightness: 2.000
- Contrast: 0.700
- Saturation: 2.000

Color Ramp

Animation

Object

Texture

Custom Properties



edit mode (human) and displacement tool (machine) work best together.

displacement tool forced me to play. no two results can be the same.*

*almost.

path_5

challenging the order

RULES

1. Chaos! You have all the right steps, but they've been jumbled! Work with the new order (as below). Mark in red the steps that 'don't work'.
2. Add displacement modifier
3. Slice cylinder objects (had to add a cylinder)
4. Shape
5. Change materiality
6. Right click and convert to curve
7. Add an array modifier
8. Position the coral leaves
9. Convert curve to mesh to subdivide
10. Add a remesh modifier to smooth
11. Rotate and position
12. Create a circular array along an arc
13. Go to edit mode
14. Add lighting
15. Move closer to origin
16. Create and position cylinder objects
17. Add bezier curve
18. Convert back to mesh
19. Duplicating the coral leaves
20. Go to data > geometry to add thickness and create closed caps
21. Go to sculpt mode to smooth and finalise shape
22. Click new texture and add noise to create the ridges
23. Add shading

without adding an object, you have nothing and you can create nothing.

path_6

challenging the order

RULES

1. *Chaos!* You have all the right steps, but they've been jumbled! Work with the new order (as below). Mark in red the steps that 'don't work'.
2. *Add displacement modifier*
3. *Slice cylinder objects (had to add a cylinder)*
4. *Shape*
5. *Change materiality*
6. *Right click and convert to curve*
7. *Add an array modifier*
8. *Position the coral leaves*
9. *Convert curve to mesh to subdivide*
10. *Add a remesh modifier to smooth (played with voxel size here)*
11. *Rotate and position (felt pointless)*

12. *Create a circular array along an arc*
13. *Go to edit mode*
14. *Add lighting*
15. *Move closer to origin*
16. *Create and position cylinder objects (felt pointless)*
17. *Add bezier curve*
18. *Convert back to mesh*
19. *Duplicating the coral leaves*
20. *Go to data > geometry to add thickness and create closed caps*
21. *Go to sculpt mode to smooth and finalise shape (ignored on purpose)*
22. *Click new texture and add noise to create the ridges*
23. *Add shading*









