



‘ugly’
khyati trehan



shapes(s)

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shapes(s)

lighting

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shapes(s)

lighting

textures

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colours

shapes(s)

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colours

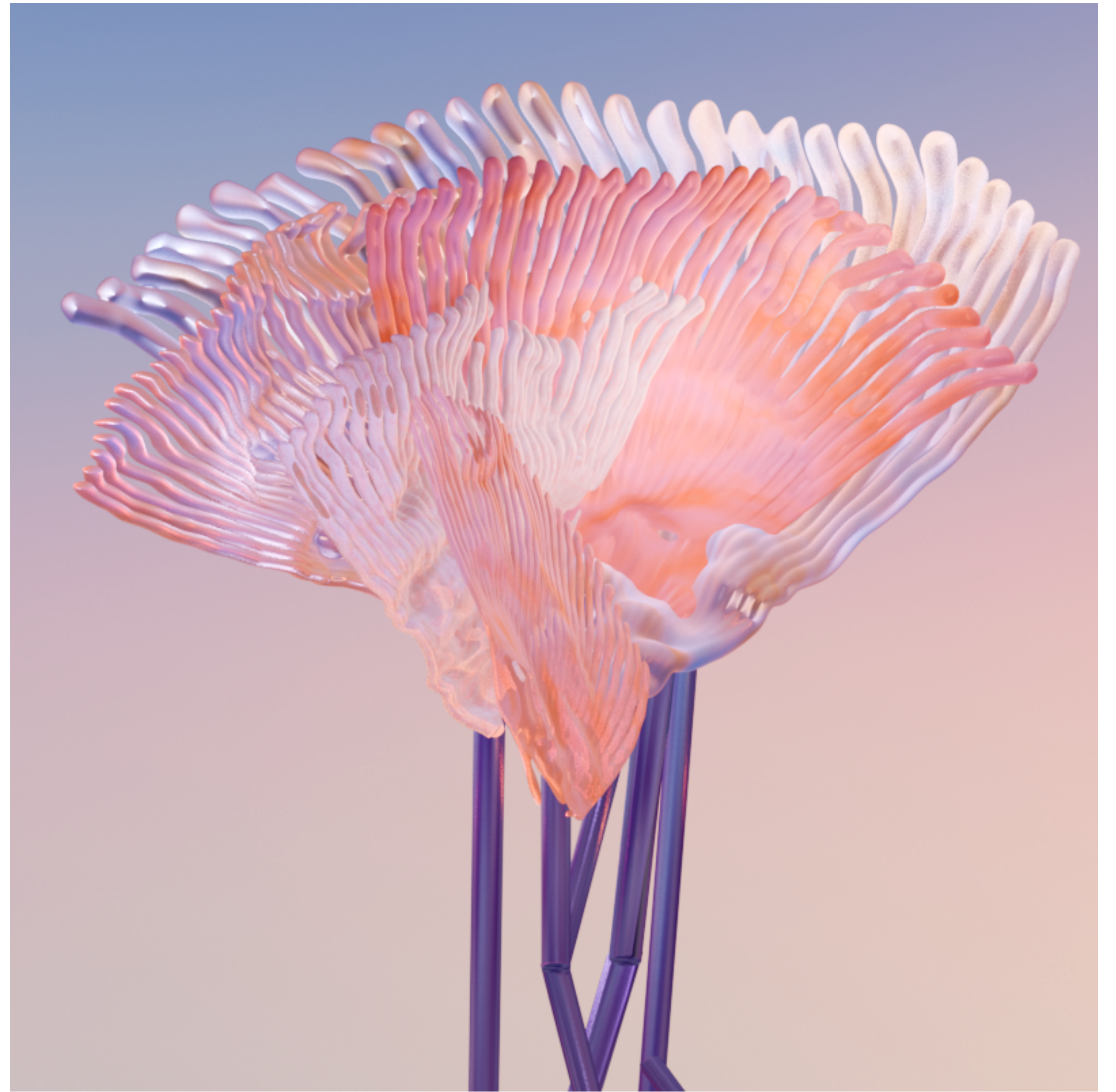
shapes(s)

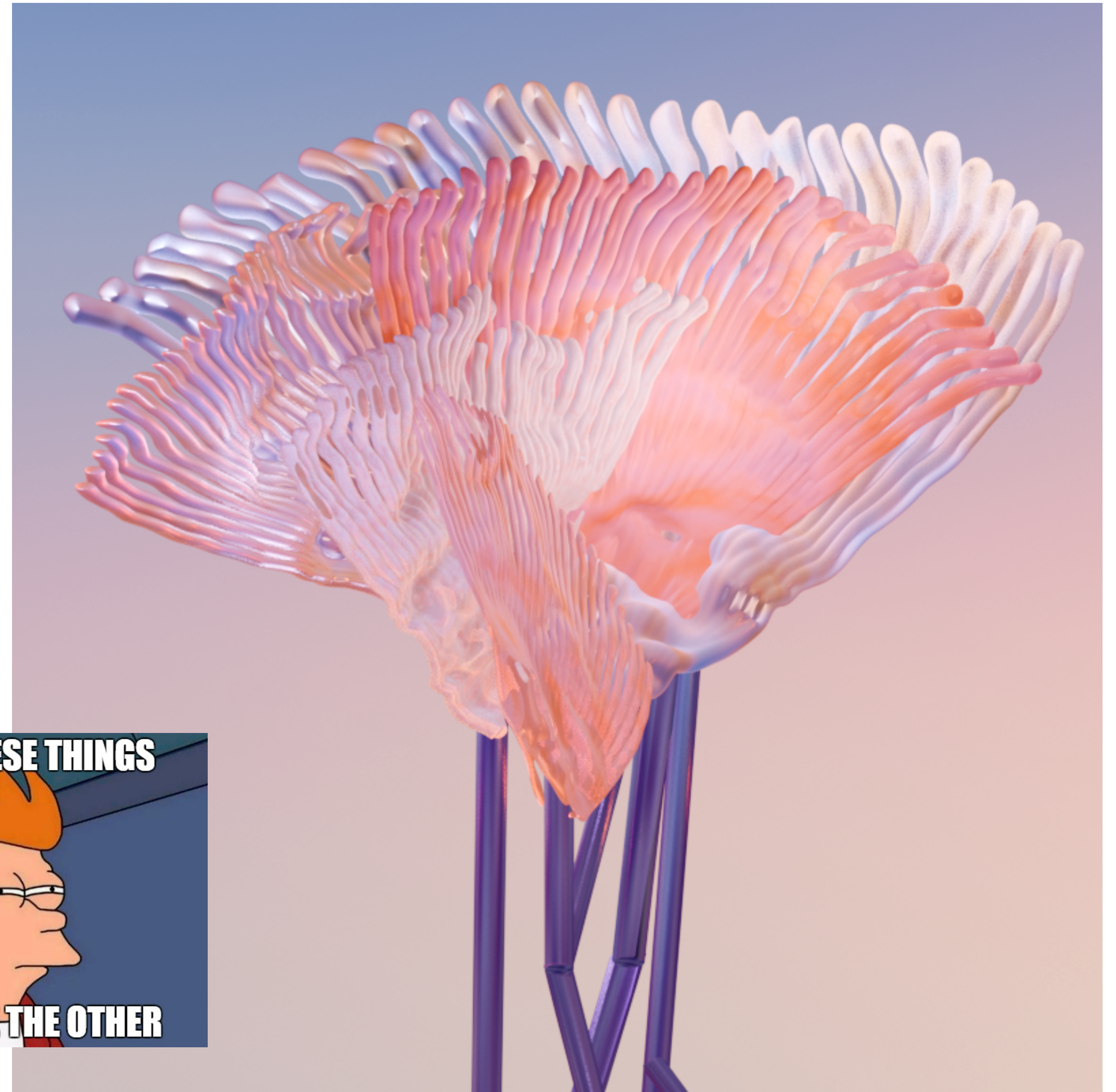
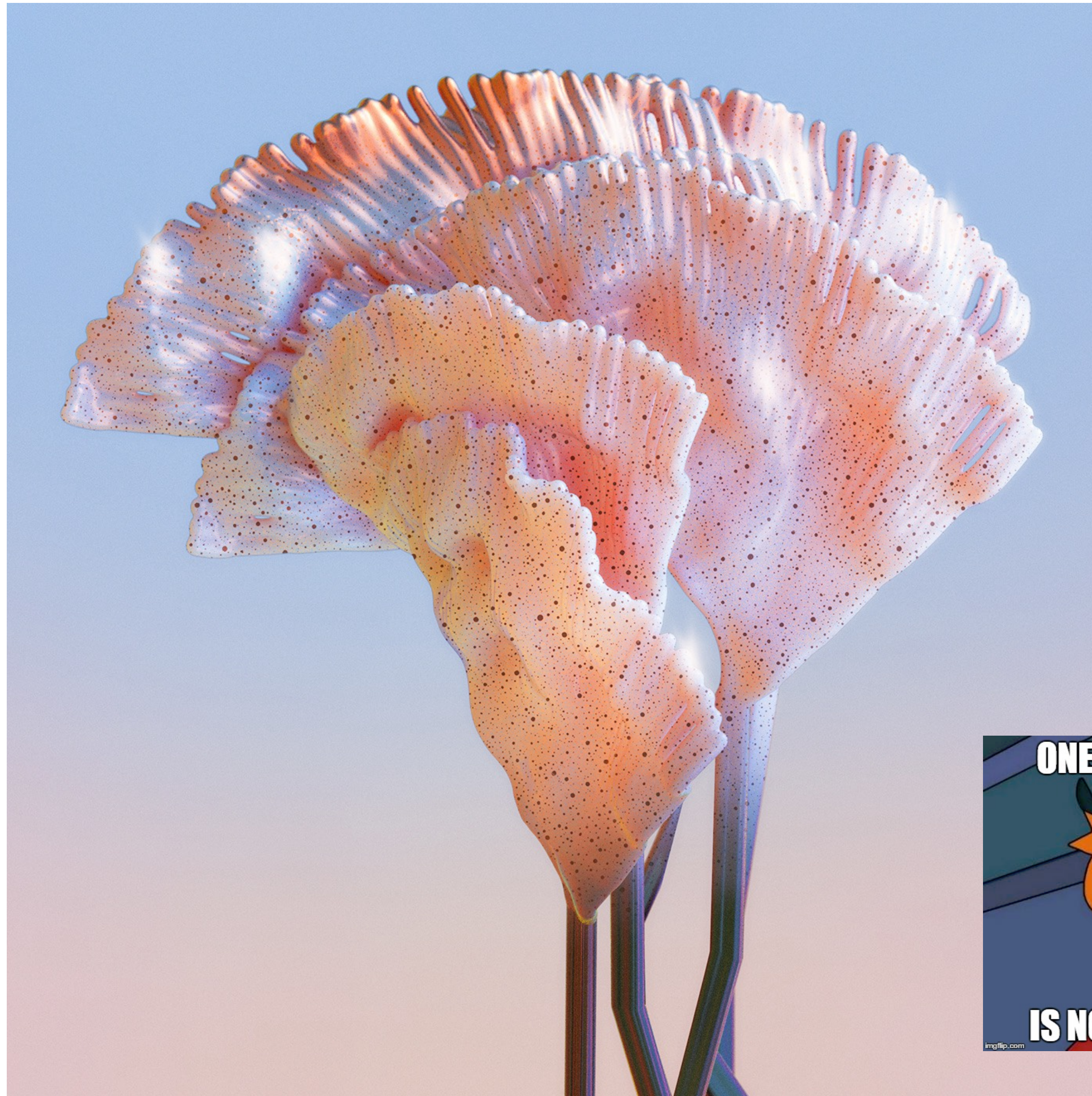
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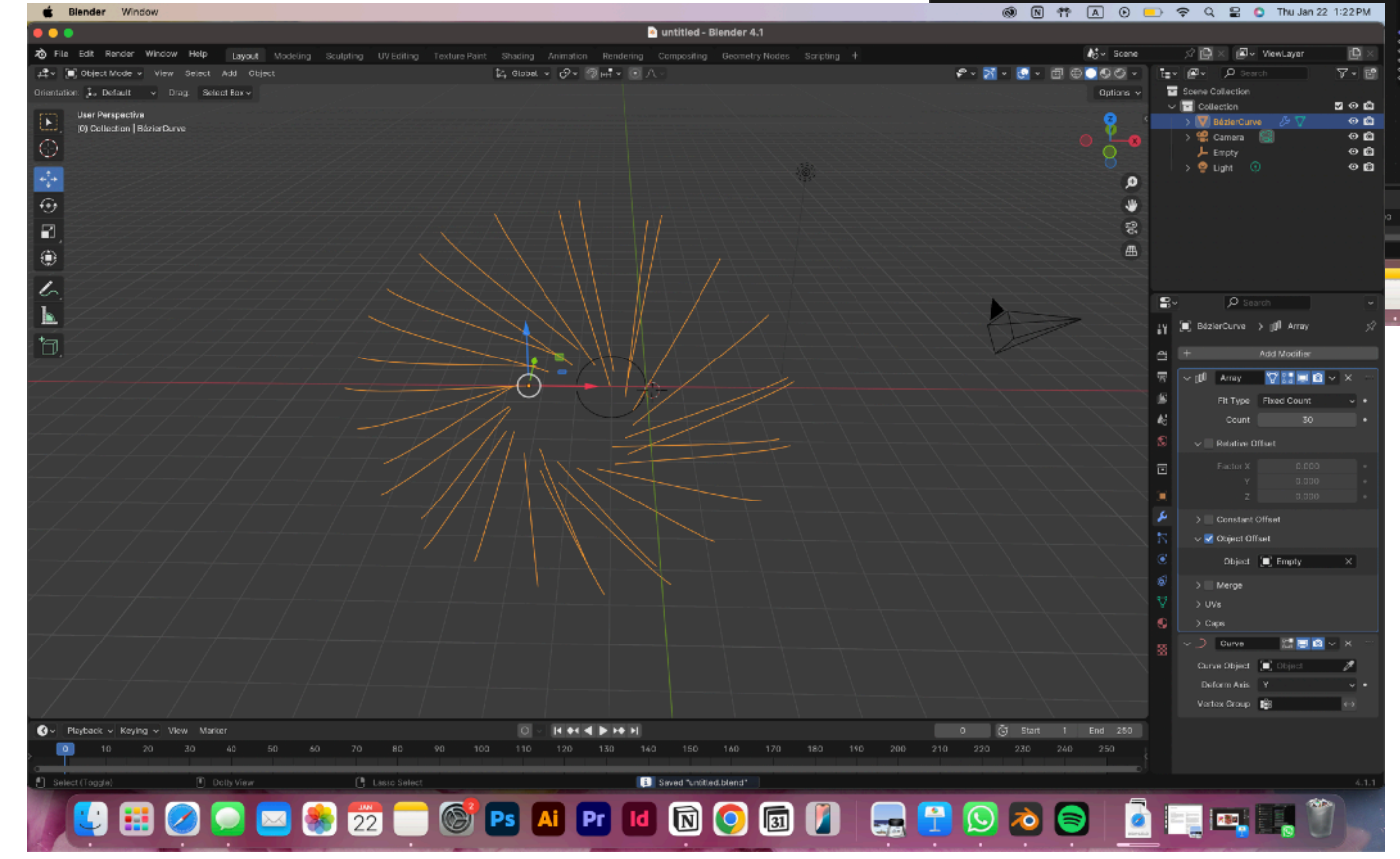
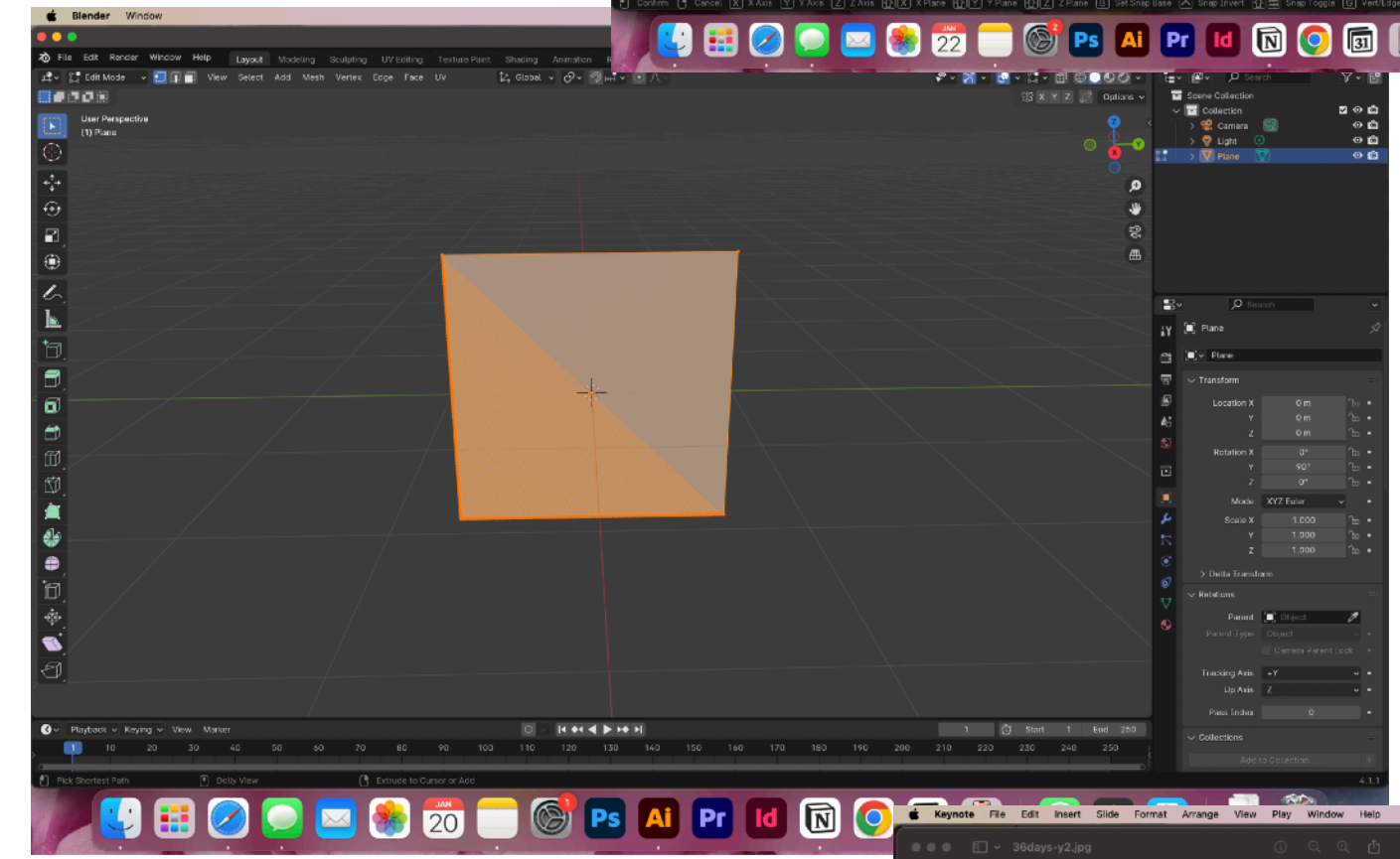
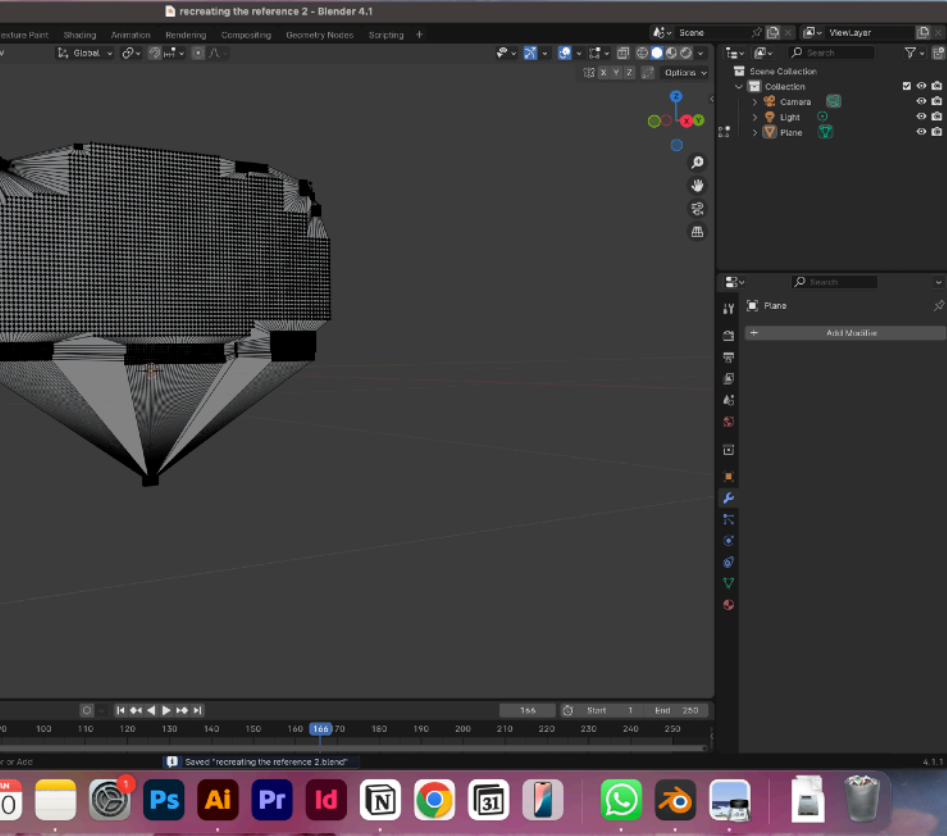
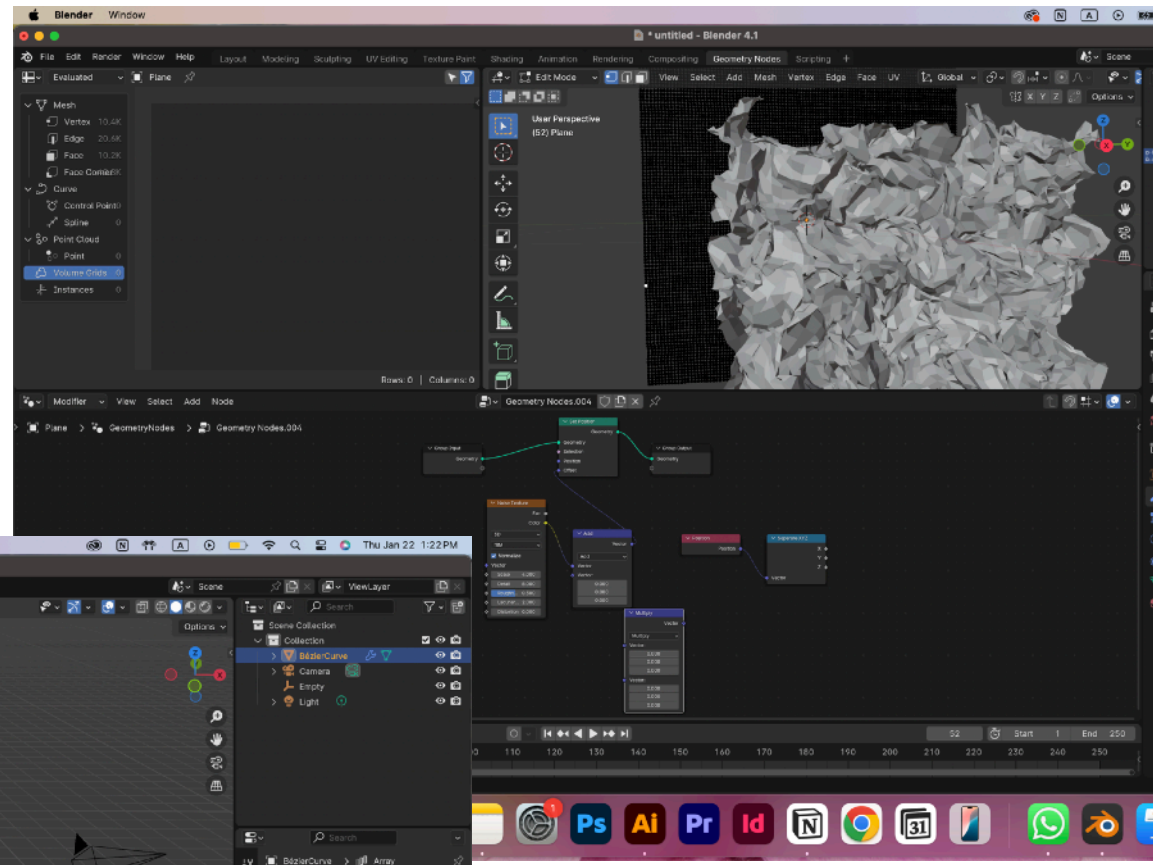
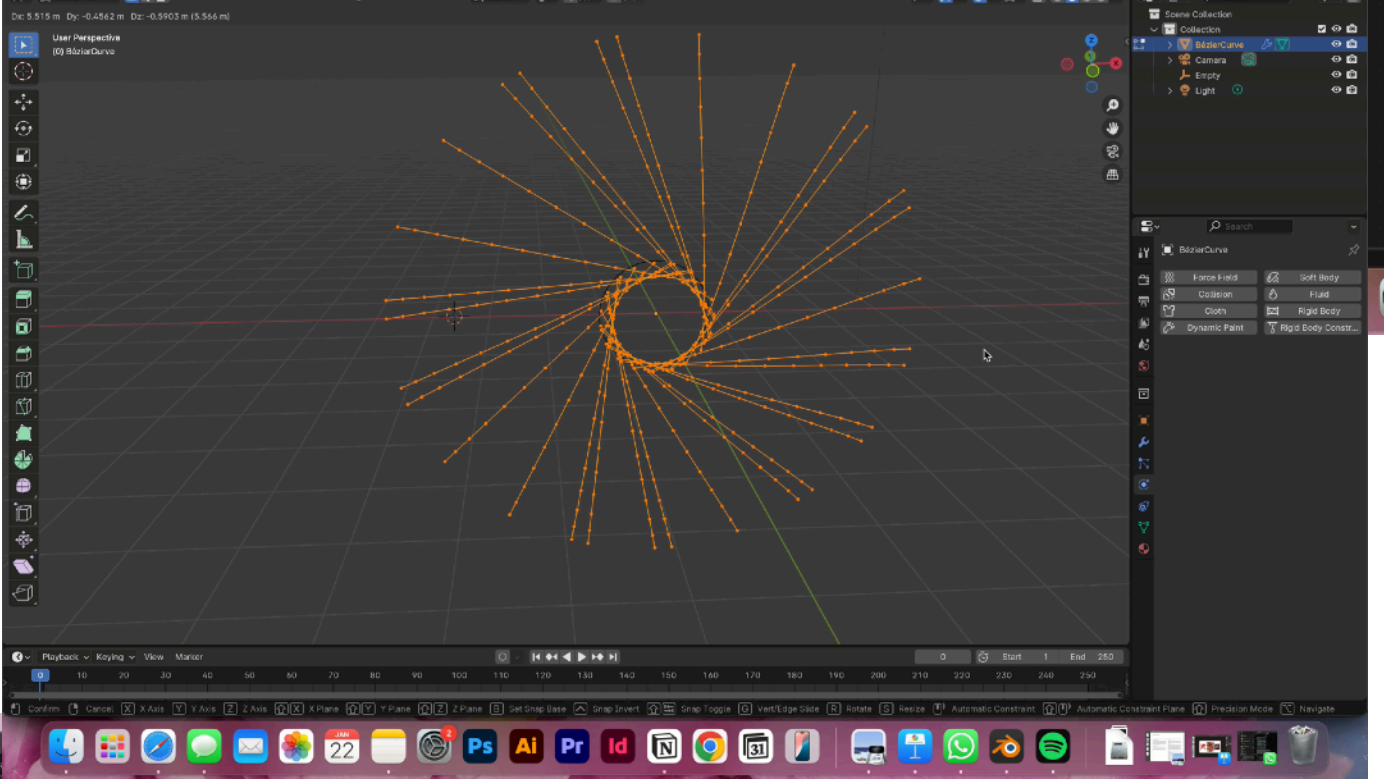
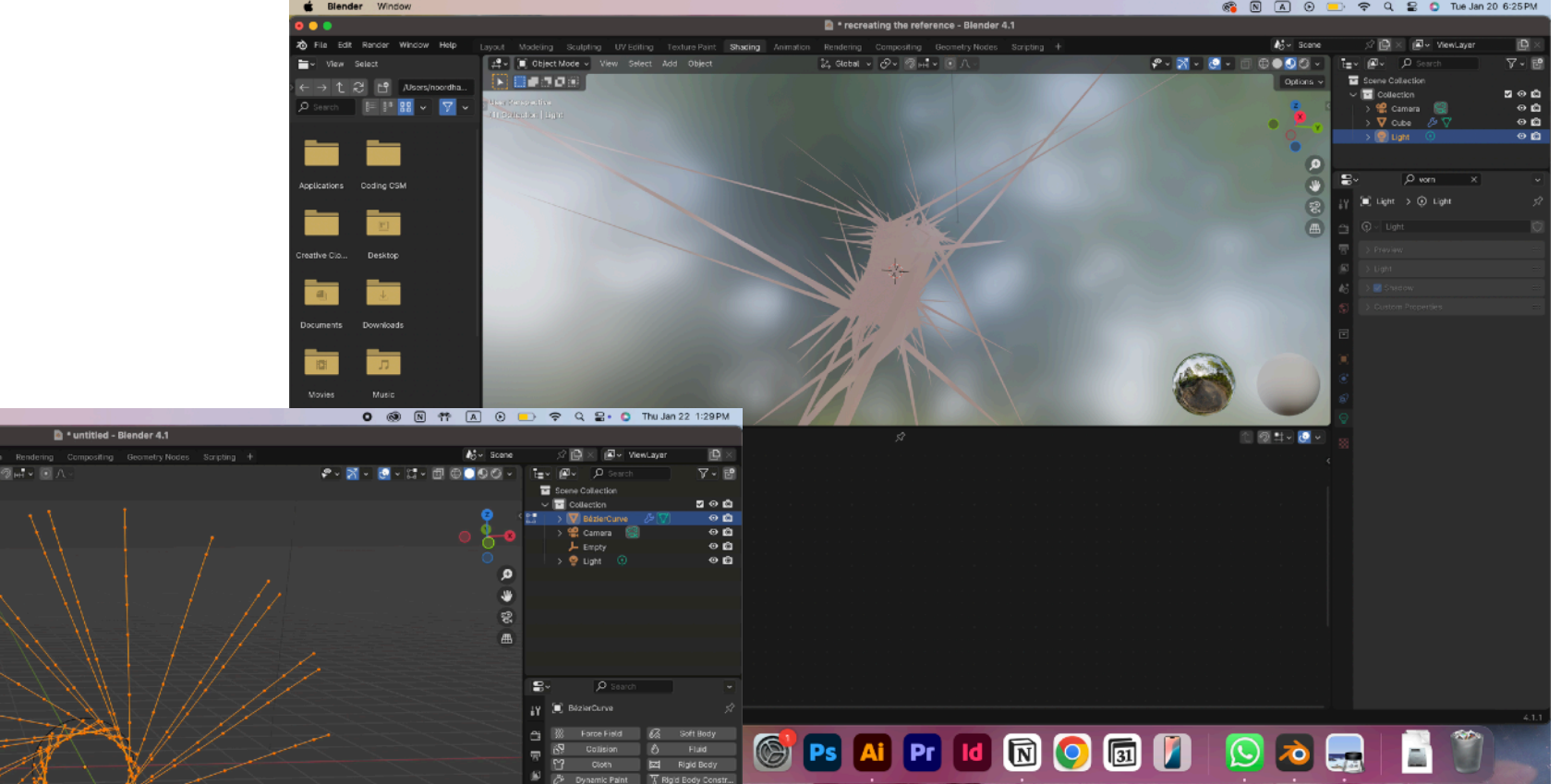
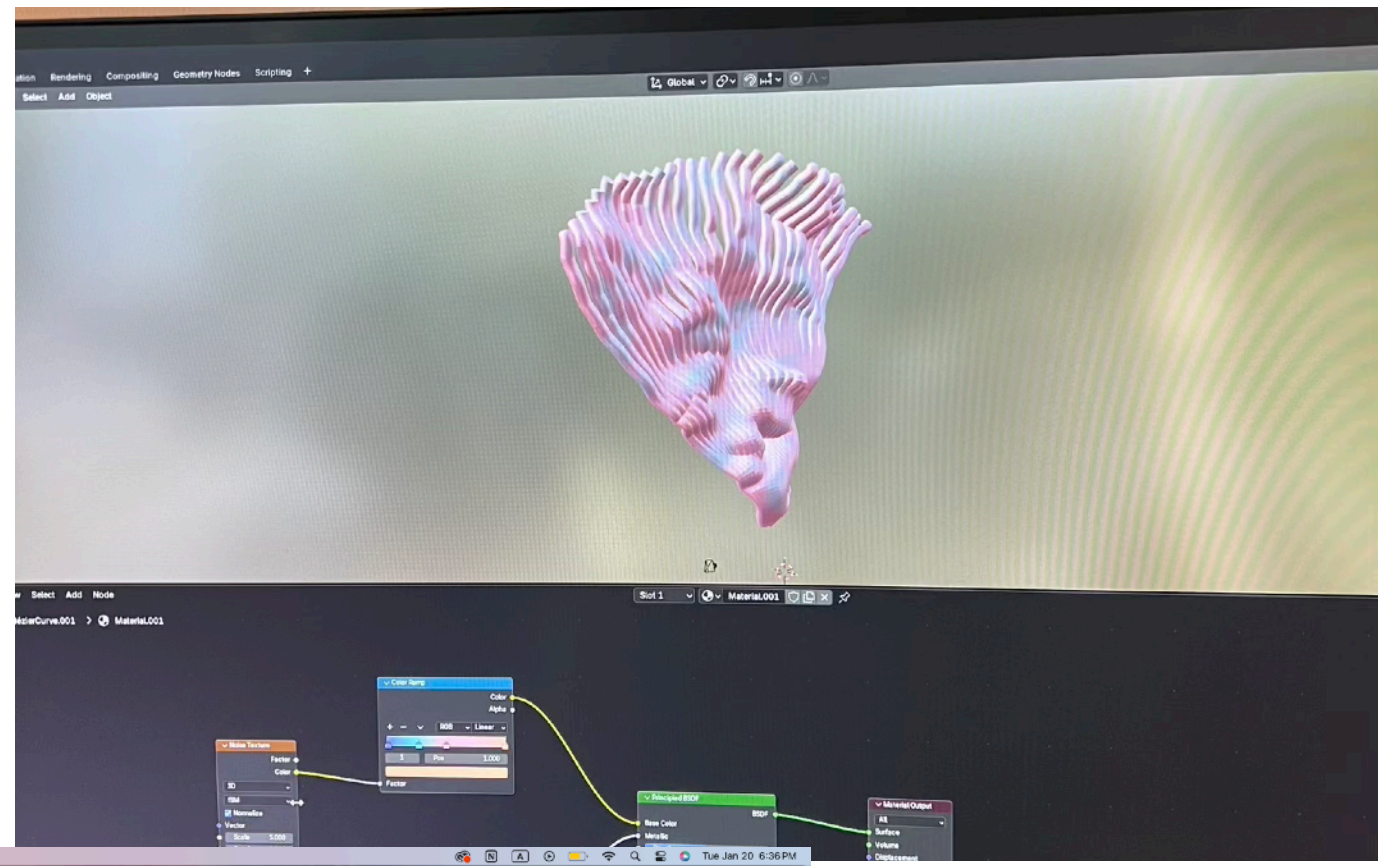
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textures

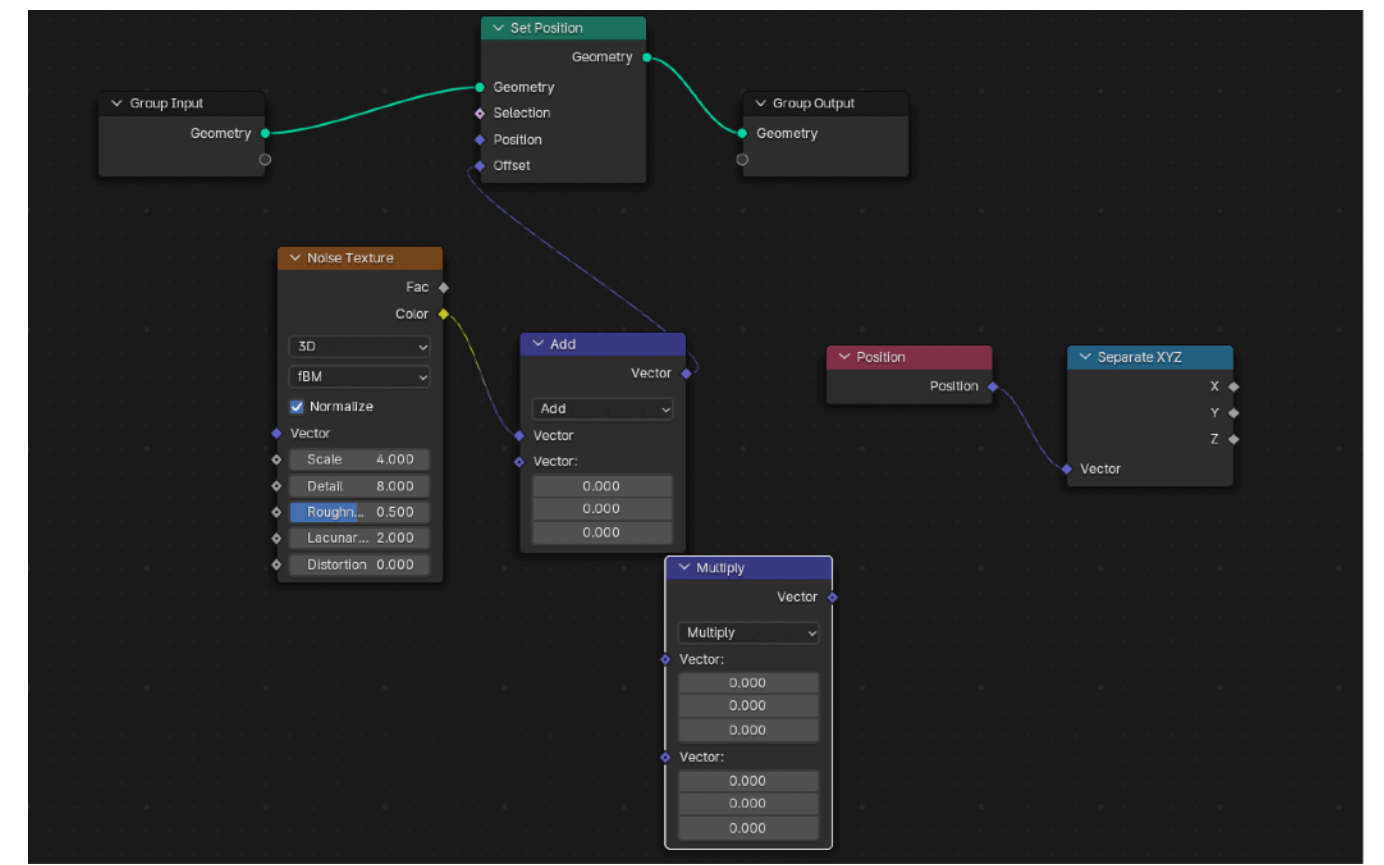
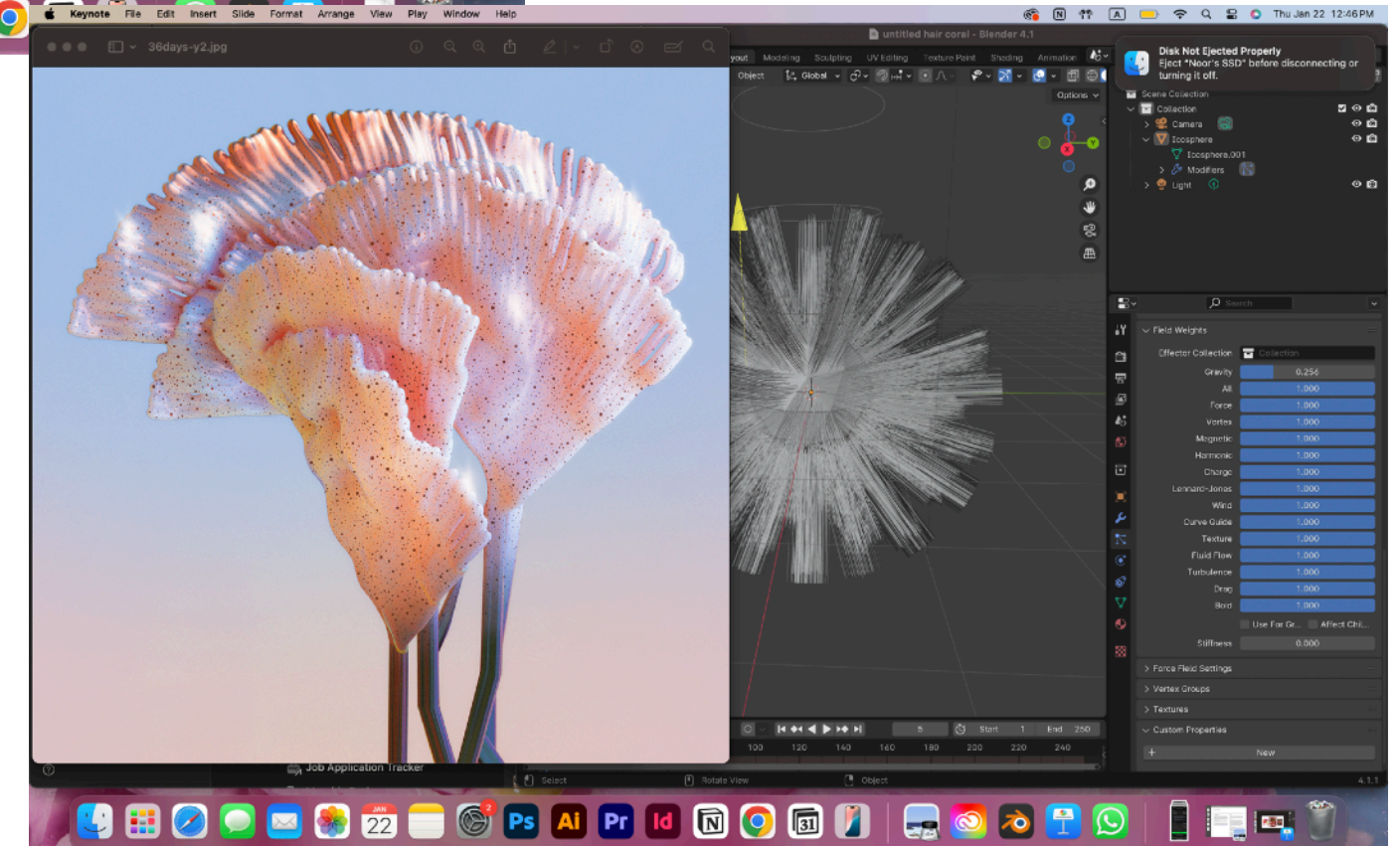
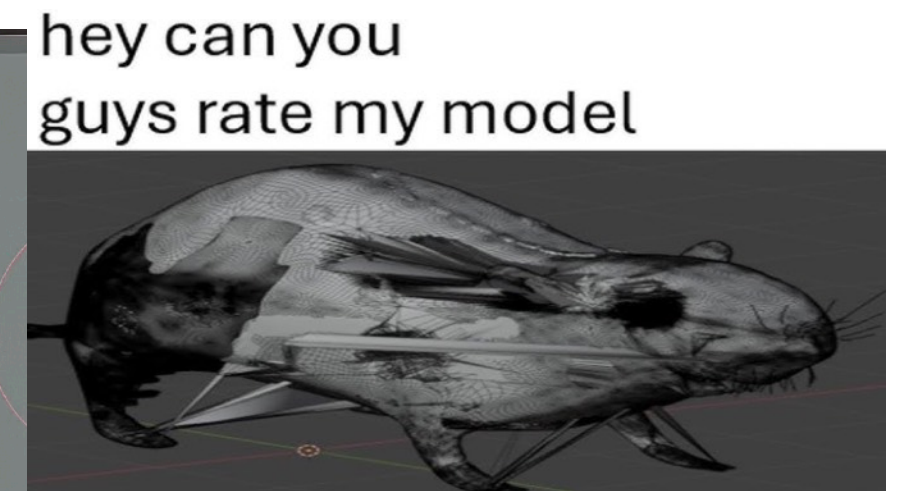
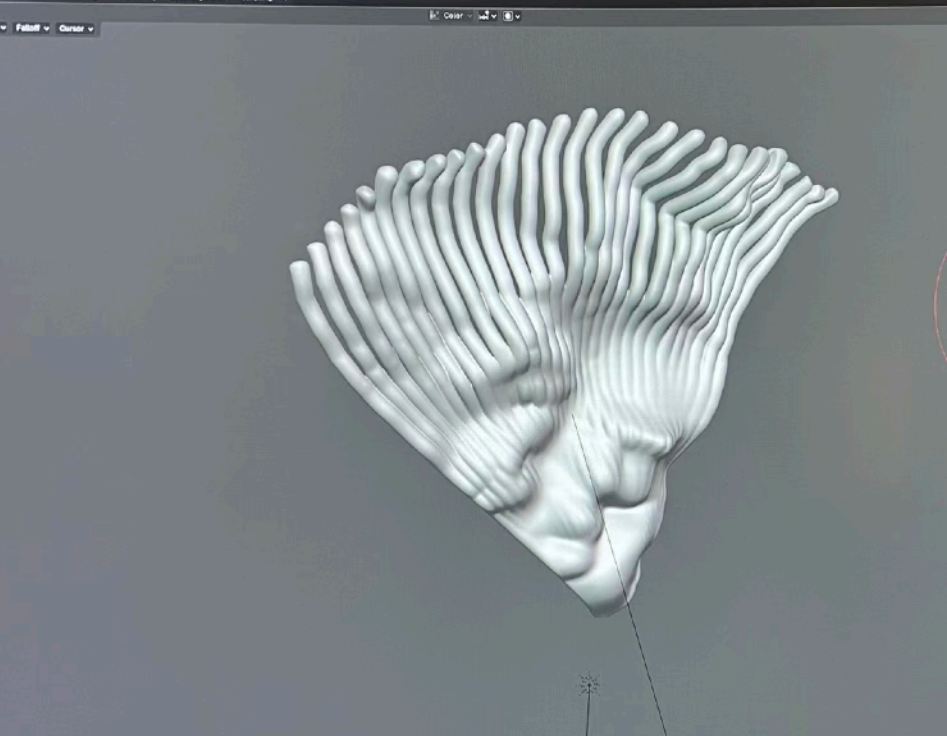
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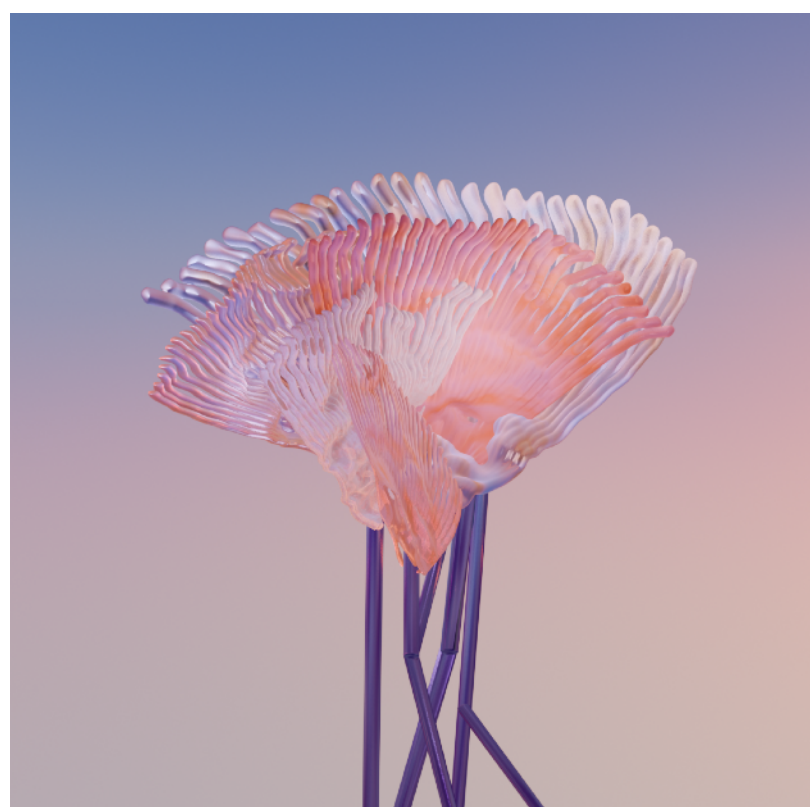
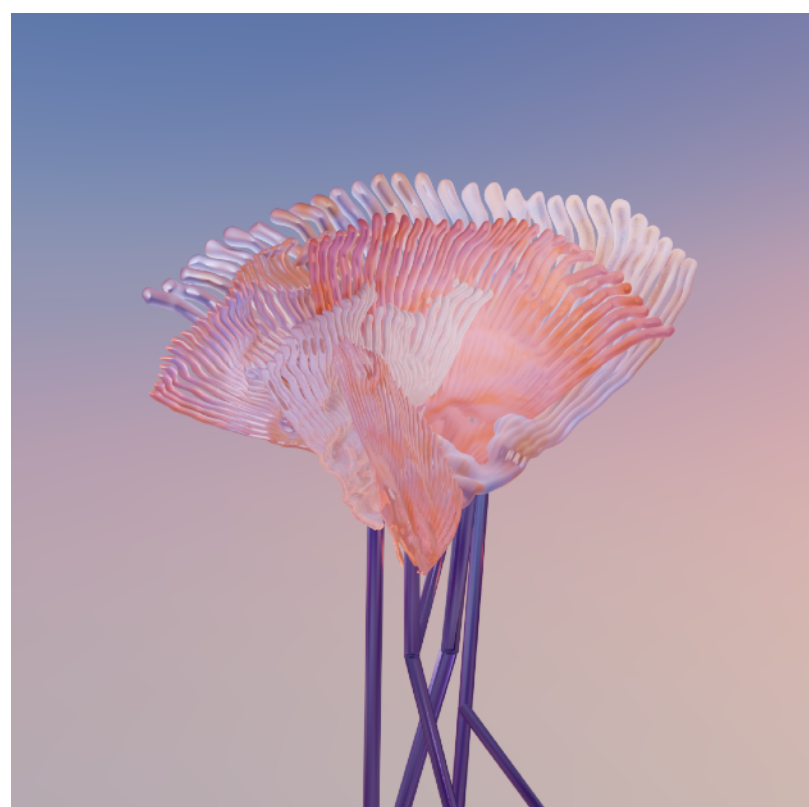
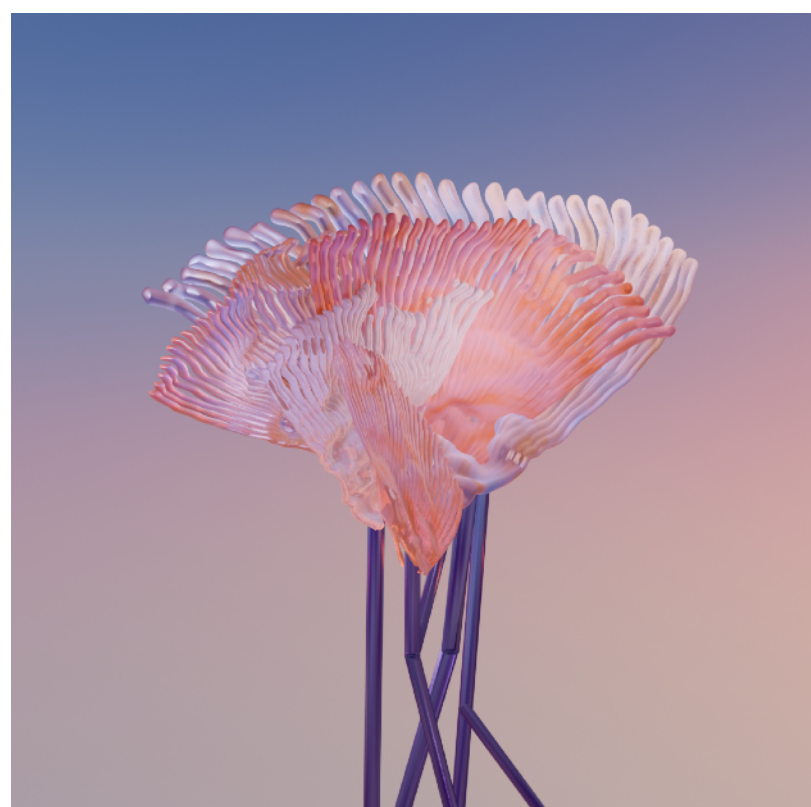
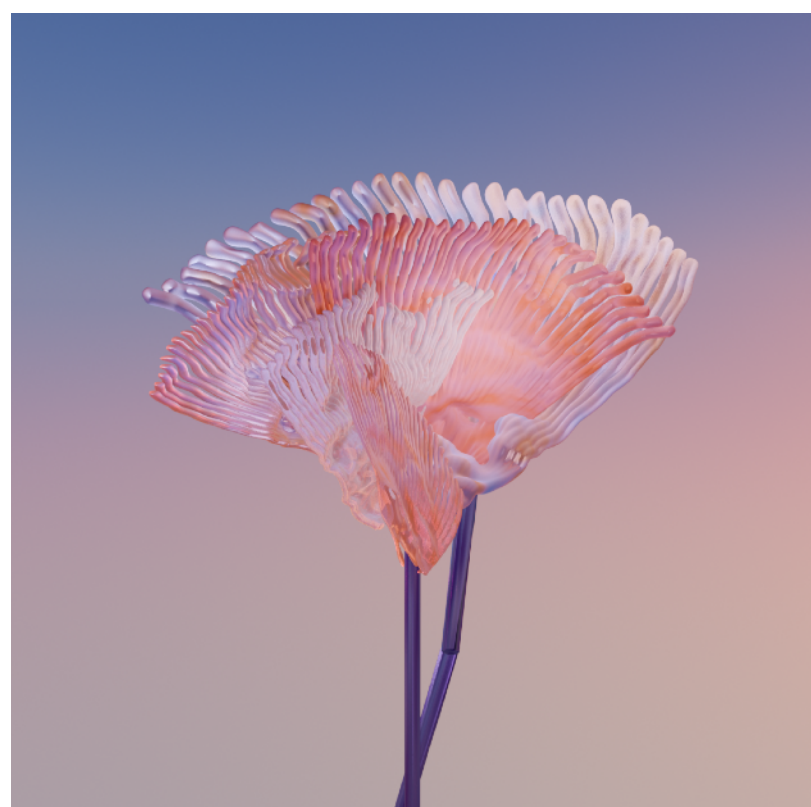
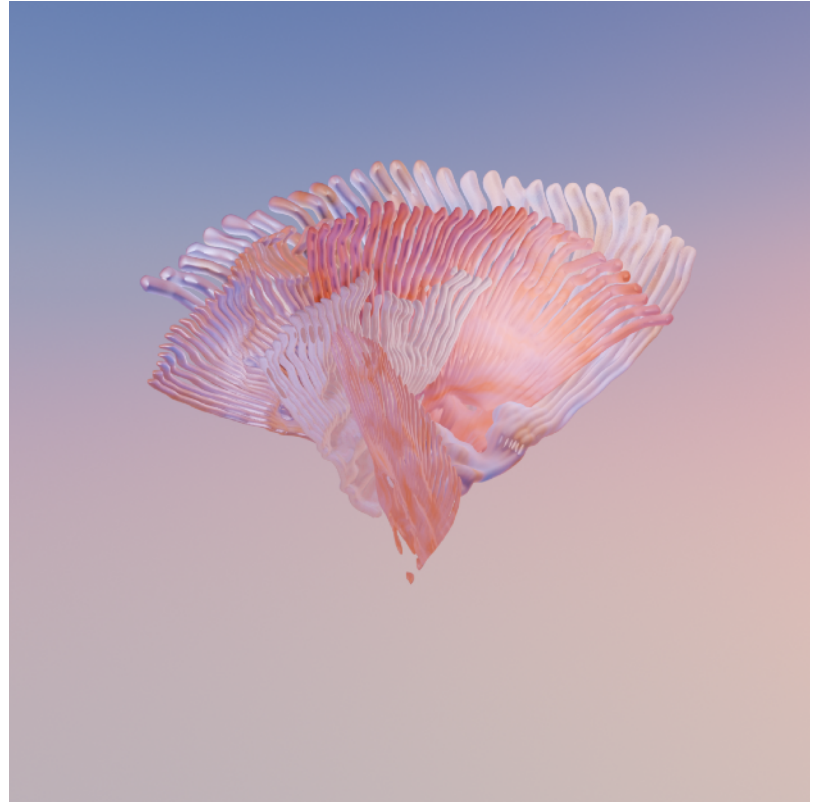
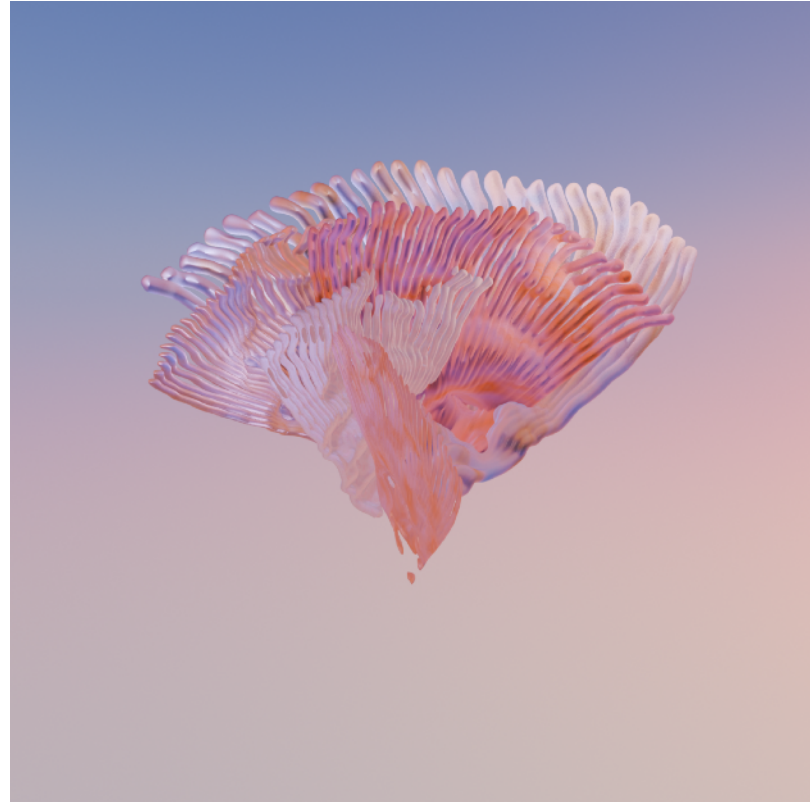
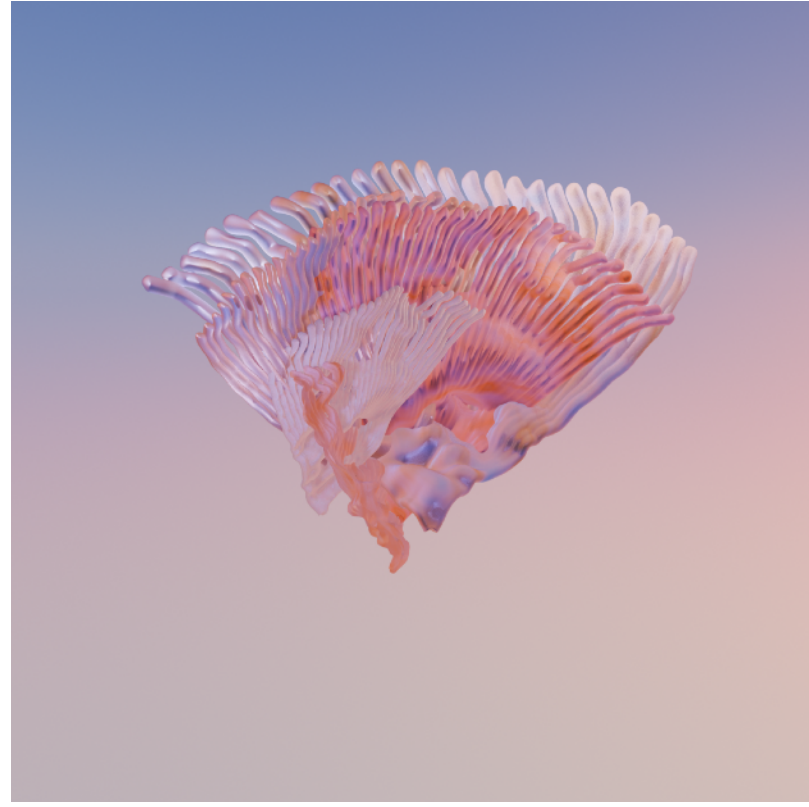
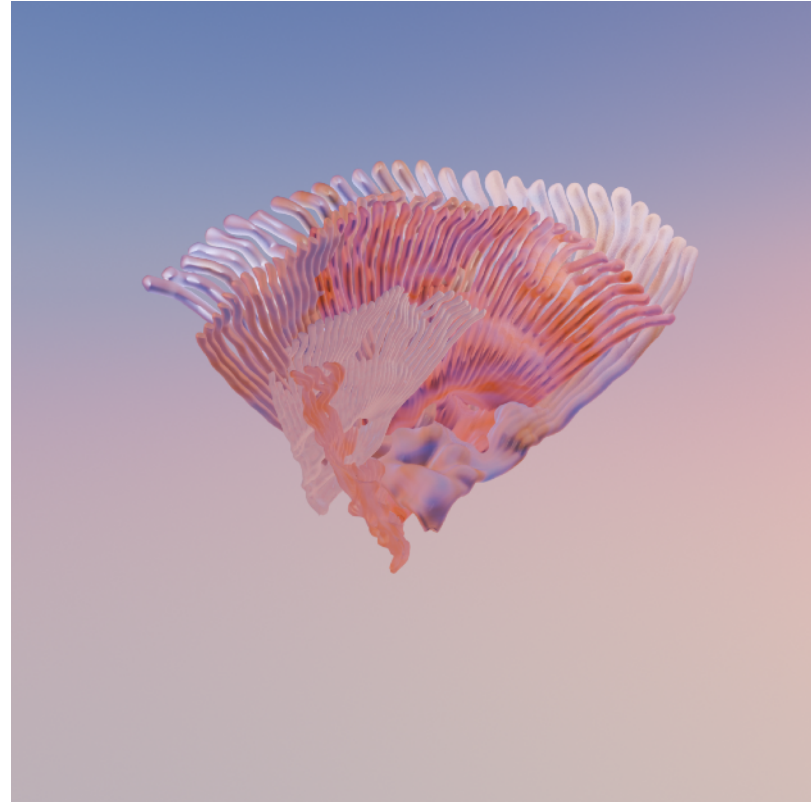
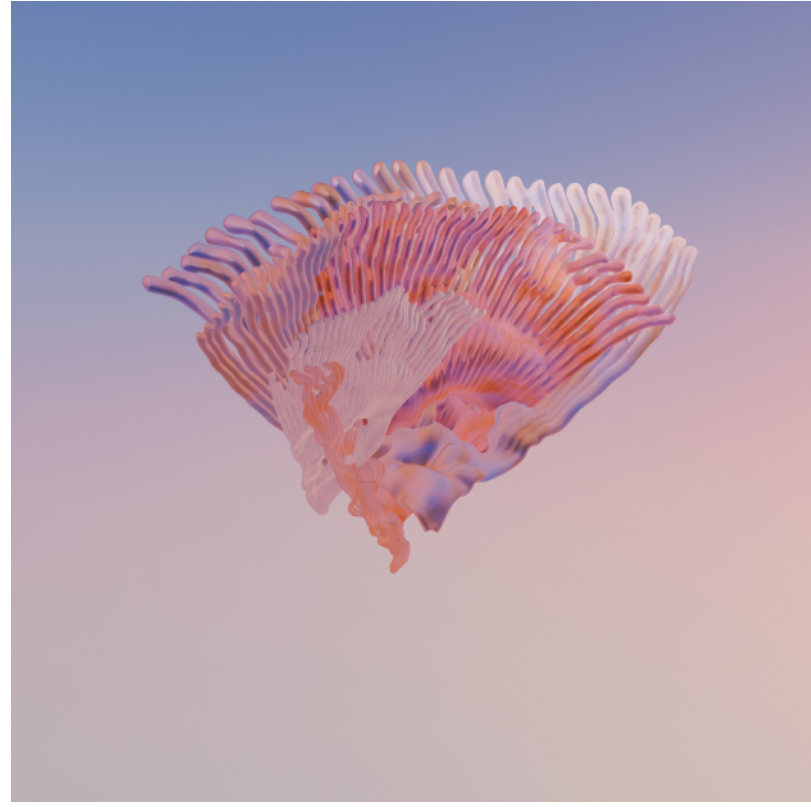
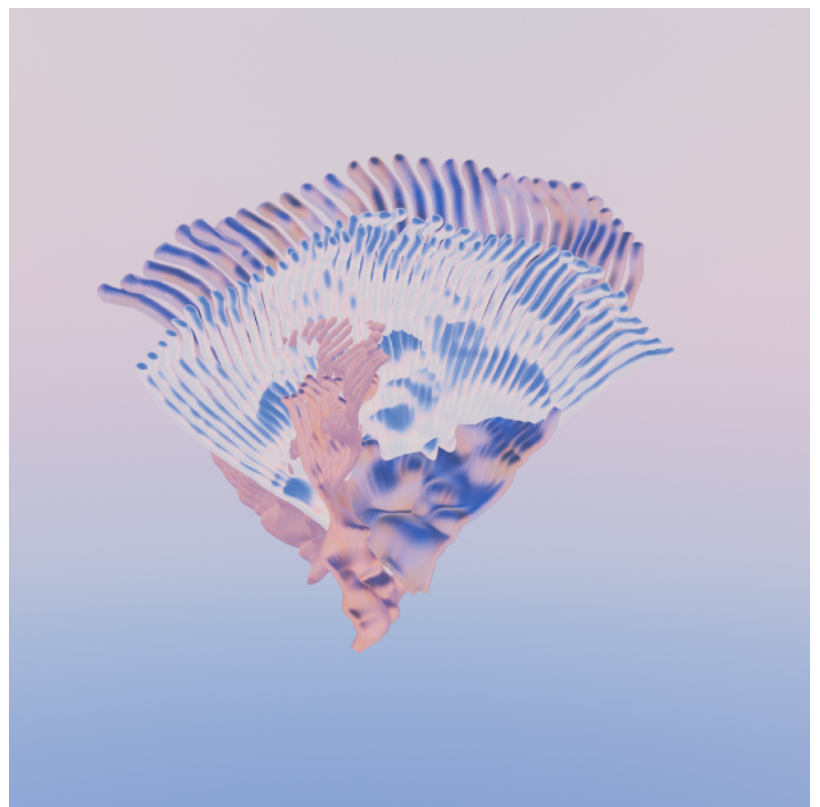
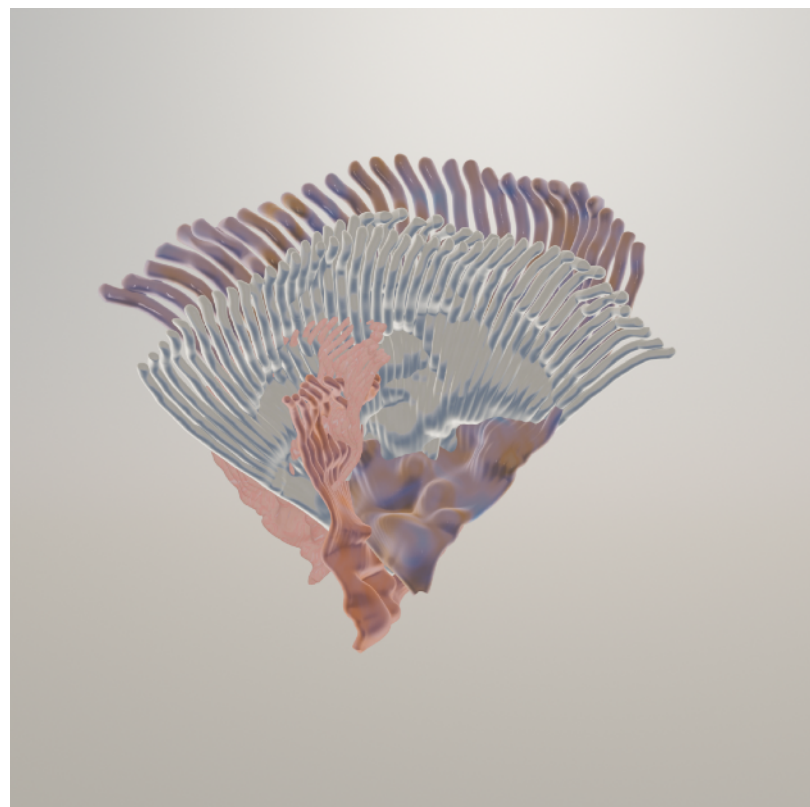
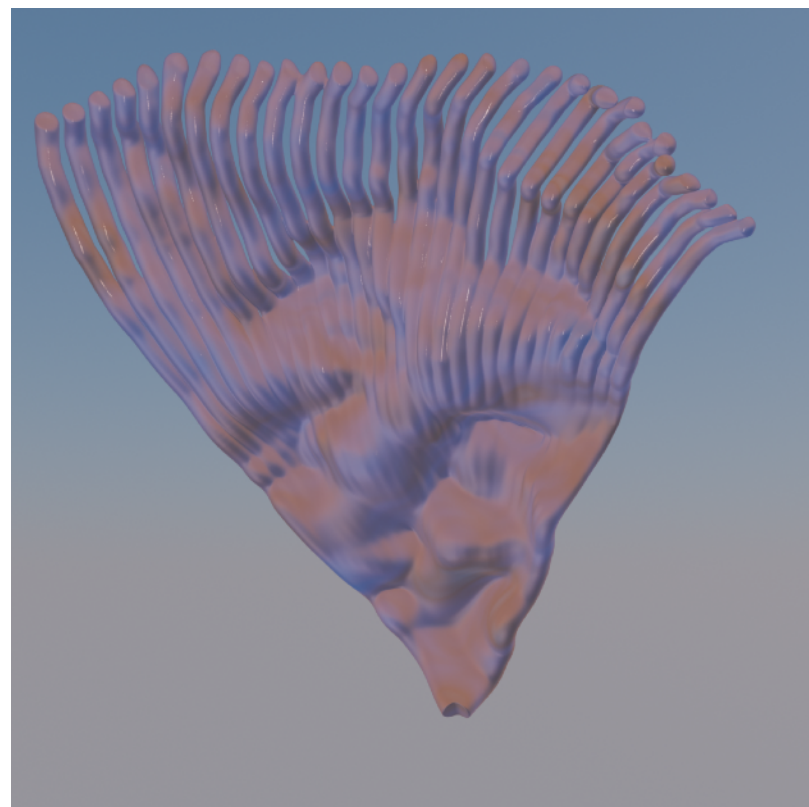
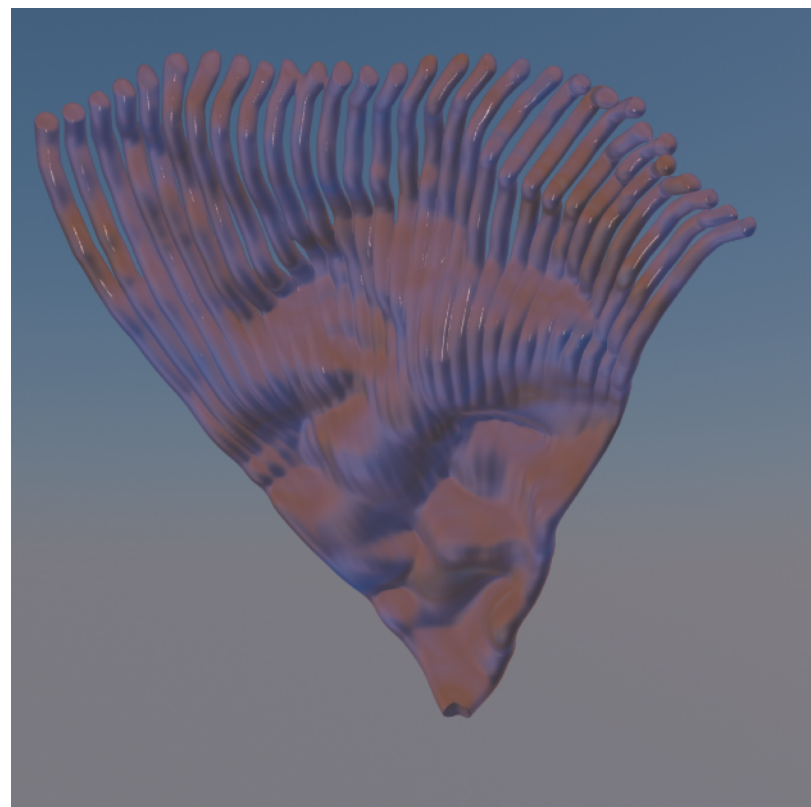
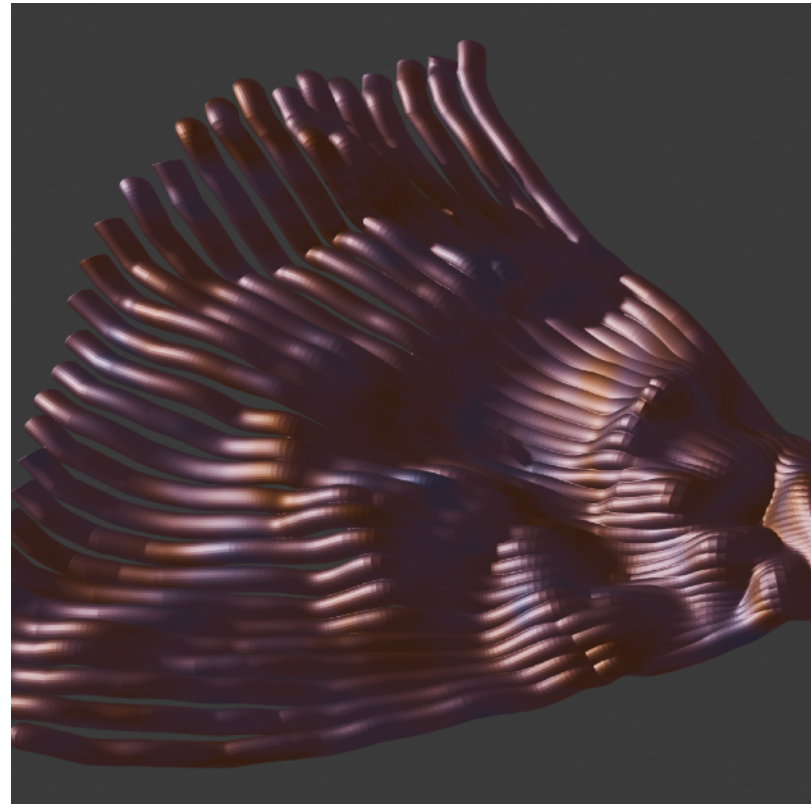


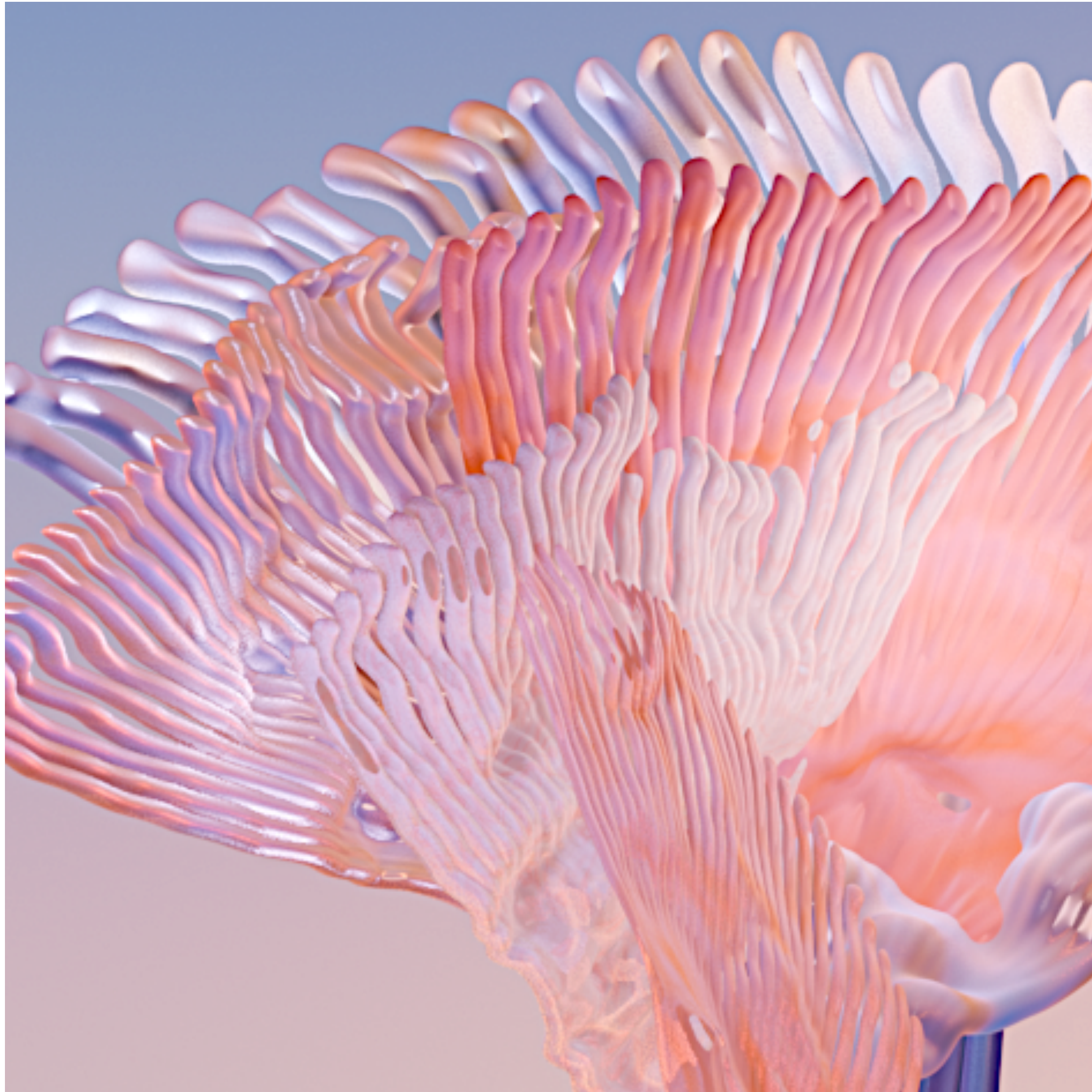




???







questions

What does this software assume?

It assumes you have an integral understanding of the conditions of your object (shape, colour, lighting, texture, and environment). It assumes you understand the jargon.

What am I trying to achieve with this?

Am I learning Blender to recreate realistic versions of existing objects, create objects from a fantastical world, or something else entirely?

Which tools will I explore further in my iteration?

The object creation tools, the shading tools, etc.?

What's unexpected about this object I created?

In some ways it resembles the reference, but I also didn't realize how complicated getting the materiality right would be, how much I would have to consider the original object and how it is constructed. Similar results can be achieved through different methods. Can I recreate this object using a different method?

*The most important aspects of a process are **time, relationship and change**.*

Time can be unimportant if utilised incorrectly.

*The most important aspects of a process are **purposeful time, relationship and change**.*

What is relationship defined as?

*The most important aspects of a process are **purposeful time, one's own relationship with the matter at hand, and change**.*

Change for the sake of change is not important.

*The most important aspects of a process are **purposeful time, one's own relationship with the matter at hand, and meaningful change**.*

-Conditional Design Manifesto

How do I use my time purposefully in Blender to create meaningful change?

As a beginner, unsurprisingly, I squandered many days trying to work with the software to recreate the shape, with no knowledge of

*1. How the shape was actually formed,
and*

2. What tools would be best to recreate the shape.

A much needed pivot (and a conversation with the technicians) led me to resolving both my questions. This led to a relatively successful output.

Going forward, I need to consider how to ensure my time is used purposefully? I could experiment with any of my 5 variables, each of which hone in on a different toolset and skillset within Blender, but I'm currently finding it hard to choose one, because to work towards the final/output, they need to work in cohesion. I want to both explore the notion of Adhocism, the notion that nothing can be created out of nothing, and my reinterpretation of segments of the Conditional Design Manifesto.

Having never used the software before, the final result matters to me, to present a sense of progression and completion. Perhaps, as I'm relatively satisfied with the environment and colour, and have discarded the texture, I can play with lighting and shape.

So,

How can I challenge myself to play with different modeling variables to produce a different range of corals every day? What would that allow me to understand about sculpting in Blender?

Maybe I end up with a seabed at the end of my iterations.

