

how_to_break.blend

I started this project wanting to learn how to use Blender because I had no experience with the software. I wanted to challenge myself to learn it inside and out.

I selected a 3D-modeled artwork by Khyati Trehan called 'ugly' to recreate. Because it's an imagined coral-like object which has been constructed with complex shapes, I felt it would allow me to learn more deeply about the software.

But in doing so, I started to question it.

Blender works best when you follow a set order of operations, so I wanted to break that order, and produced the following iterative experiments. Each new experiment was written after observing the results of previous ones.

Follow along as I interrogate Blender's systems and hierarchies.

- Noor