original.blend

current toolkit

RULES

1. *Add bezier curve*
2. *Go to edit mode*
3. *Shape*
4. *Move closer to origin*
5. *Convert curve to mesh to subdivide*
6. *Add an array modifier*
7. *Create a circular array along an arc*
8. *Add displacement modifier*
9. *Click new texture and add noise to create the ridges*
10. *Rotate and position*
11. *Right click and convert to curve*
12. *Go to data > geometry to add thickness and create closed caps*
13. *Convert back to mesh*
14. *Add a remesh modifier to smooth*
15. *Go to sculpt mode to smooth and finalise shape*
16. *Duplicating the coral leaves*
17. *Position the coral leaves*
18. *Change materiality*
19. *Create and position cylinder objects*
20. *Slice cylinder objects*
21. *Add shading*
22. *Add lighting*

experiment_1.blend

reverse toolkit

RULES

1. *Follow exactly the order of steps 2-23 to recreate the coral, even if they don't work. Mark in red the steps that "go wrong".*
2. *Add lighting*
3. *Add shading*
4. *Slice cylinder objects*
5. *Create and position cylinder objects*
6. *Change materiality*
7. *Position the coral leaves*
8. *Duplicating the coral leaves*
9. *Go to sculpt mode to smooth and finalise shape*
10. *Add a remesh modifier to smooth*
11. *Convert back to mesh*
12. *Go to data > geometry to add thickness and create closed caps*
13. *Right click and convert to curve*
14. *Rotate and position*
15. *Click new texture and add noise to create the ridges*
16. *Add displacement modifier*
17. *Create a circular array along an arc*
18. *Add an array modifier*
19. *Convert curve to mesh to subdivide*
20. *Move closer to origin*
21. *Shape*
22. *Edit mode*
23. *Add bezier curve*

experiment_2.blend

selective toolkit

RULES

1. *Steps 4, 7, 8, 9, 12, 15, 17, 21, and 22 didn't work in the previous experiment, thus are uncooperative and deserve to be cancelled.*
2. *Steps 14 & 23 produced insignificant results, observe if they do something now.*
3. *Now follow a new order, with the uncooperative steps omitted. Follow the subsequent steps in their exact order, even if they don't work. Mark in red the steps that "go wrong".*
4. *Add lighting*
5. *Add shading*
6. *Create and position cylinder objects*
7. *Change materiality*
8. *Add a remesh modifier to smooth*
9. *Convert back to mesh*
10. *Right click and convert to curve*
11. *Rotate and position*
12. *Add displacement modifier*
13. *Add an array modifier*
14. *Convert curve to mesh to subdivide*
15. *Move closer to origin*
16. *Add bezier curve*

Nothing went wrong!

experiment_3.blend

selective toolkit 2.0

RULES

1. *Experiment_2.blend was successful.*
2. *Go back and only change the displacement modifier.*

experiment_4.blend

selective toolkit 3.0

RULES

1. *Recognise that the uncooperative steps only failed to cooperate because we were testing the logic of the system's orders*
2. *Steps 4, 7, 8, 9, 12, 15, 17, 21, and 22 should be reintroduced.*
3. *Mark in red the steps that don't work.*
4. *But, 23 steps is too many. So work with these 10 steps:*
5. *Add bezier curve*
6. *Go to edit mode and shape*
7. *Convert curve to mesh to subdivide*
8. *Add an array modifier*
9. *Create a circular array along an arc*
10. *Rotate and position*
11. *Right click and convert to curve*
12. *Duplicating the coral leaves*
13. *Change materiality*
14. *Create and position cylinder objects*
15. *Add shading*
16. *Add lighting*

experiment_5.blend
limited toolkit

RULES

1. *Consider the basics that appear when you open Blender. You start off with:*
    i. *a cube*
    ii. *a never-ending grey expanse*
    iii. *world light (set to grey)*
    iv. *light and camera already in place (a scene)*
    v. *grey object material*
2. *You are only allowed to change materiality (including environment). Nothing else.*
3. *How do you recreate the coral? Does Blender still function as expected?*

experiment_6.blend

limited toolkit pro

RULES

1. *Consider the basics that appear when you open Blender. You start off with:*
   i. *a cube*
   ii. *a never-ending grey expanse*
   iii. *world light (set to grey)*
   iv. *light and camera already in place (a scene)*
   v. *grey object material*
2. *You are only allowed to change materiality. Nothing else.*
3. *You are allowed to add motion to change perspective.*
4. *How do you recreate the coral? Does Blender still function as expected?*

experiment_7.blend

limited toolkit pro 2.0

RULES

1. *Follow on from experiment_6.blend.*
2. *You are allowed to change materiality.*
3. *You are also allowed to sculpt the object with one tool of your choice. Nothing else.*
4. *You are allowed to add motion to change perspective.*
5. *How do you recreate the coral? Does Blender still function as expected?*

experiment_8.blend

limited toolkit pro 3.0

RULES

1. *Follow on from experiment_6.blend.*
2. *You are allowed to change materiality.*
3. *You are also allowed to sculpt the object with one tool of your choice.*
4. *It should be a different tool than the one you previously used in experiment_7.blend. Nothing else.*
5. *You are allowed to add motion to change perspective.*
6. *How do you recreate the coral? Does Blender still function as expected?*

experiment_9.blend

one modifier

RULES

1. *Pick up from your original object as it is.*
2. *You are not allowed to change anything, but the displacement modifier.*

experiment_10.blend

one modifier 2.0

RULES

1. *Pick up from your original object as it is.*
2. *You are not allowed to change anything, but the displacement modifier.*
3. *Consider how you can dismantle the object. How far can you push the software with one tool? Can you "crash" it?*

experiment_11.blend

time-bender

RULES

1. *Pick up from your original object, as it is.*
2. *Add key frames at the start and the end, and change some basic geometry.*
3. *Sculpt the object by scrubbing the timeline.*
4. *How does time as a tool allow you to vary the object?*

experiment_12.blend

re-shaping the shape

RULES

1. *Keep the mesh of your object, but insert other objects to create the same shape.*

experiment_13.blend

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*

experiment_14.blend

re-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'. But, you get to start by adding an object.*
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*

experiment_15.blend

what remains

RULES

1. *You are familiar with the software now. You've worked through a series of iterative experiments to create a desired object.*
2. *Recreate the object entirely from memory.*
3. *Track your steps, see what remained important to you.*

RULES (WRITTEN FROM MEMORY)

4. *Add bezier curve*
5. *Shape in edit mode*
6. *Edit mode*
7. *Create a circular array along an arc*
8. *Convert to mesh*
9. *Add displacement modifier*
10. *Play with the texture*
11. *Remesh*
12. *Add solidify modifier*
13. *Go to data > geometry to add thickness and create closed caps*

=Error

experiment_16.blend
troubleshooting

RULES

1. *You encountered an error.*
2. *Try to fix it.*

experiment_17.blend

cooperating with the uncooperative

RULES

1. *Work with the formerly uncooperative tools. Make them cooperate.*
2. *Follow exactly the order of steps 3-11 to recreate the coral, even if they don't work. Analyse why those steps go wrong. Record any extra steps you take.*
3. *Edit mode*
4. *Shape (I spent more time here, and added a subdivision surface modifier to smoothen)*
5. *Create a circular aray along an arc (I modified the array a bit to shape the object to appear more like the source)*
6. *Click new texture and add noise to create the ridges (worked really well)*
7. *Go to data > geometry to add thickness and create closed caps (did nothing)*
8. *Go to sculpt mode to smooth and finalise shape (didn't help)*
9. *Duplicating the coral leaves*
10. *Position the coral leaves (was confusing)*
11. *Slice cylinder objects (had to add them in)*
12. *(Had to add shading)*

experiment_18.blend

displace away

RULES

1. *Two formerly uncooperative tools were powerful on their own: displacement modifier and edit mode.*
2. *The displacement modifier has been reduced to 'one tool'. It's actually a powerful component of tools, with a lot of possibility for unexpected variation.*
3. *Revisit your corrected error.*
4. *Go play.*

experiment_19.blend

must musgrave

RULES

1. *A bit of background on the Musgrave tool: a powerful fractal noise generator used to create complex, self-similar organic patterns like terrain, clouds, and rust. Named after Ken Musgrave, a computer artist who worked with fractal images.*
2. *Unknowingly, that's what you've been creating with this tool.*
3. *Using a different shape, explore the Musgrave tool's limits.*

experiment_0.blend

just thoughts

RULES

1. *Change the perspective of your 3D object/camera view*
2. *Consider: is it really a 3D object? What does it look like from other perspectives*