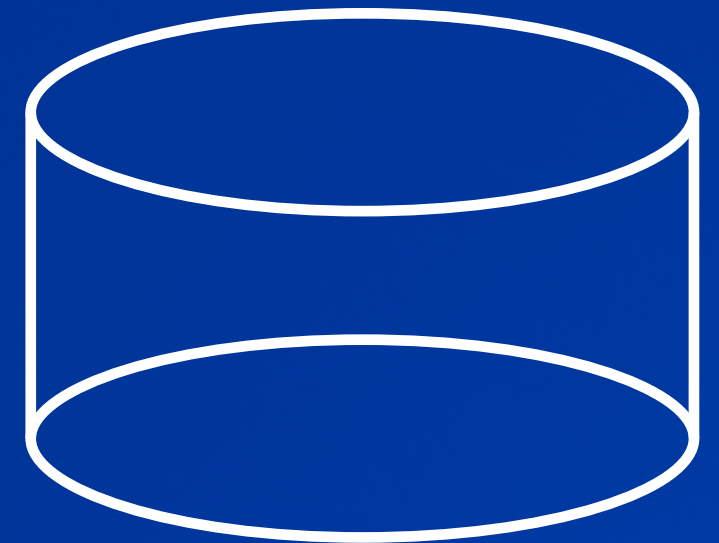


Unit1-4

Methods of iterating

28/JAN/2025
ZHAOXUAN LUO
24039359

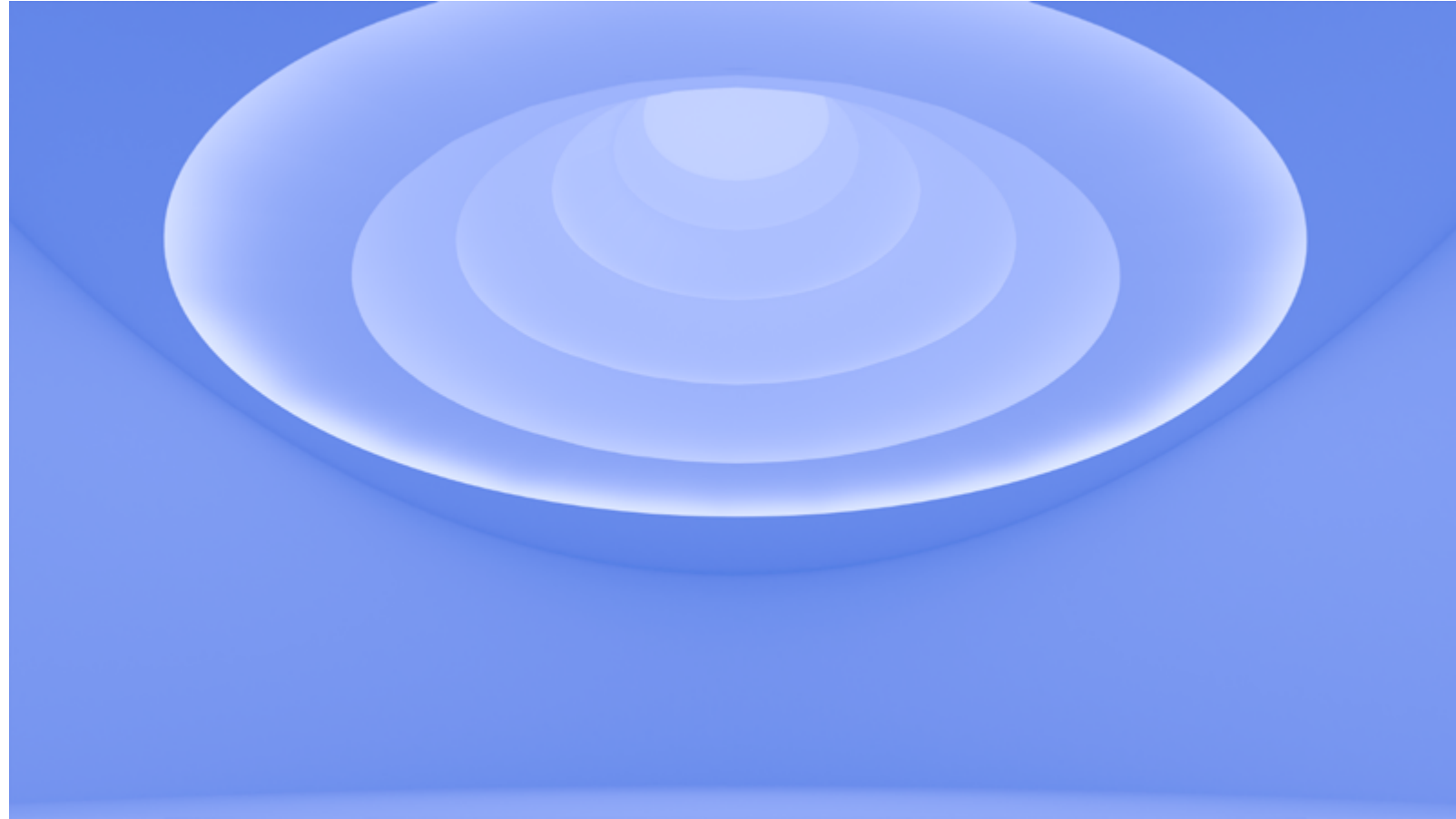


Last week, I copied James Turrell's work, and then I discovered that several variables could be changed regarding the production of such a piece: lighting, lens shape, spatial environment, colors, and so on.

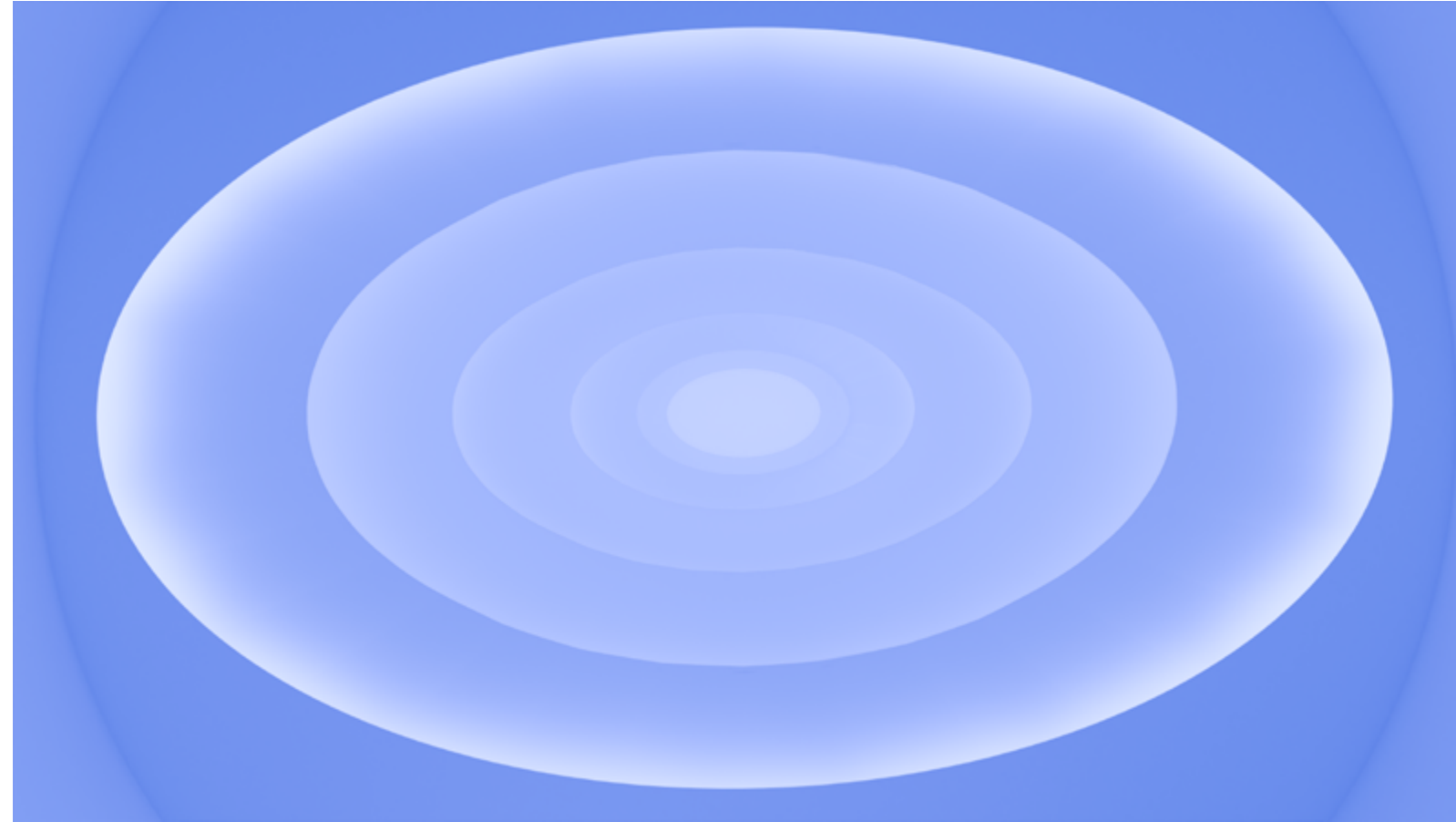
So I tried changing the shape of the lens and using a panoramic lens, which can give some unexpected results.

From last week

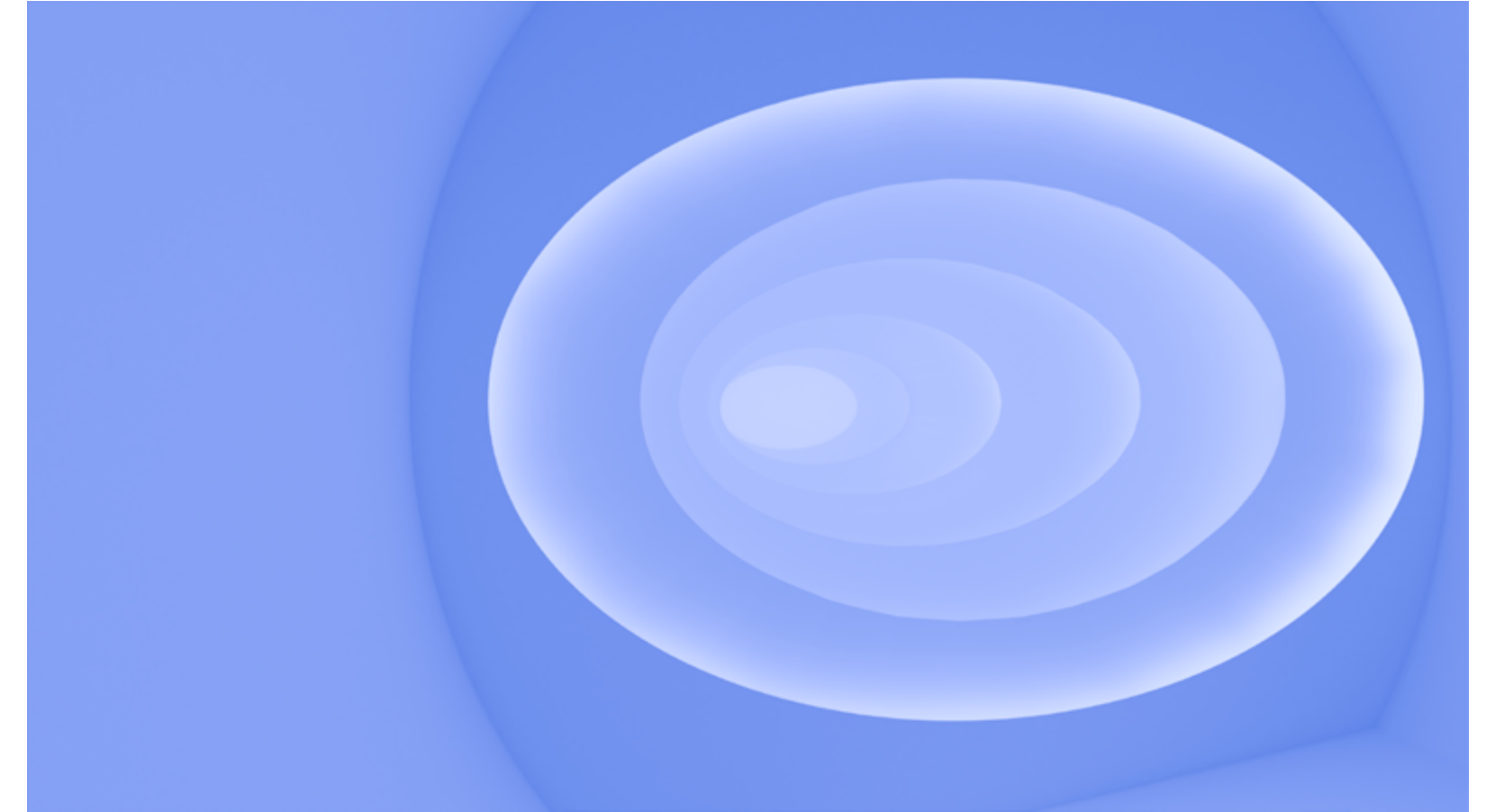
21/JAN/2025



Upward view



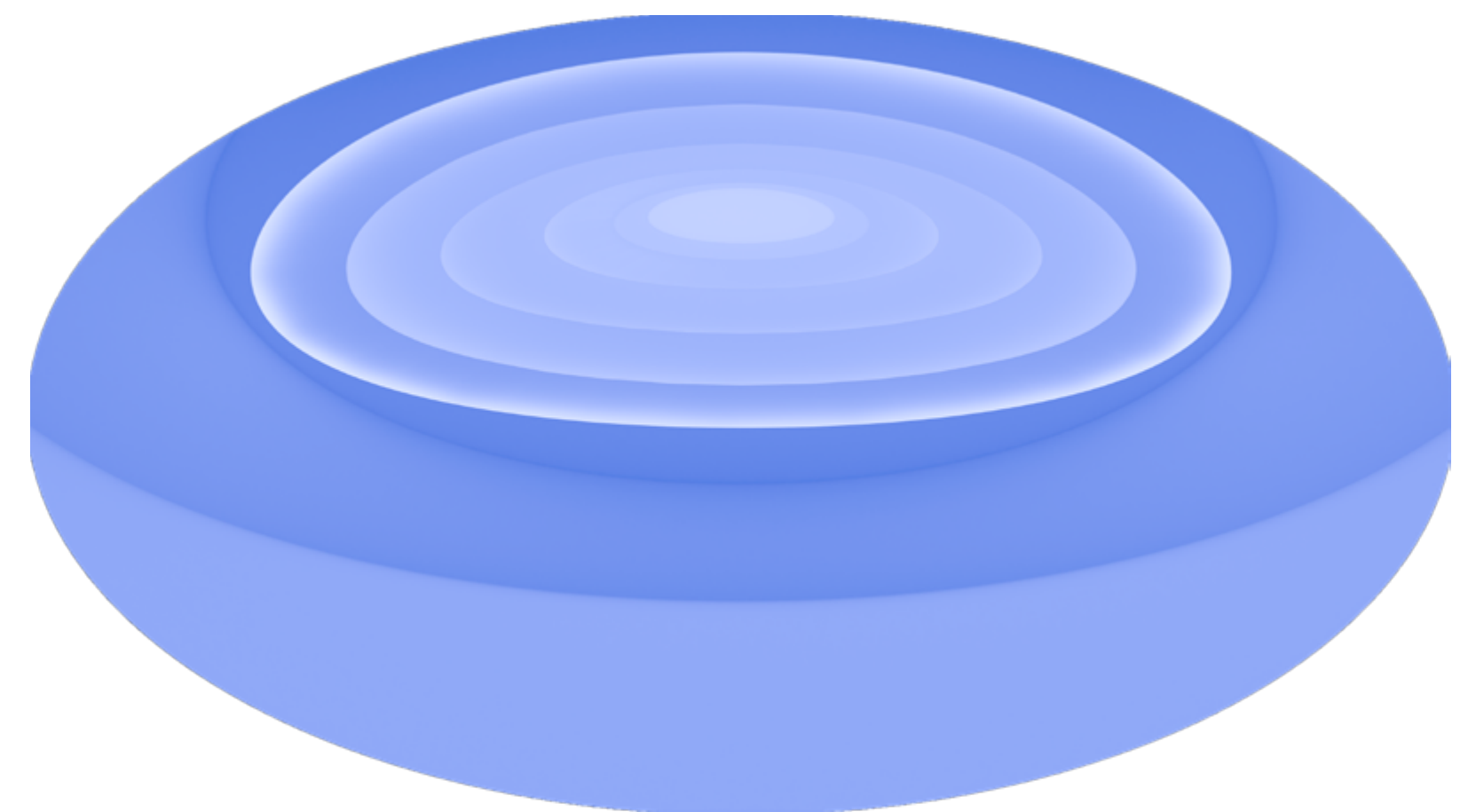
Direct view



Side view

Last week, I copied James Turrell's work, and then I discovered that several variables could be changed regarding the production of such a piece: lighting, lens shape, spatial environment, colors, and so on.

So I tried changing the shape of the lens and using a panoramic lens, which can give some unexpected results.



Artists Reference

Richard Serra



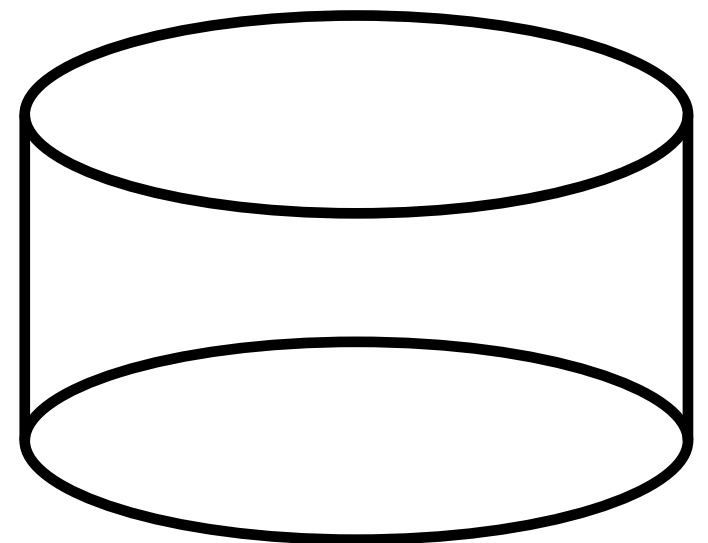
Richard Serra's work (2024)



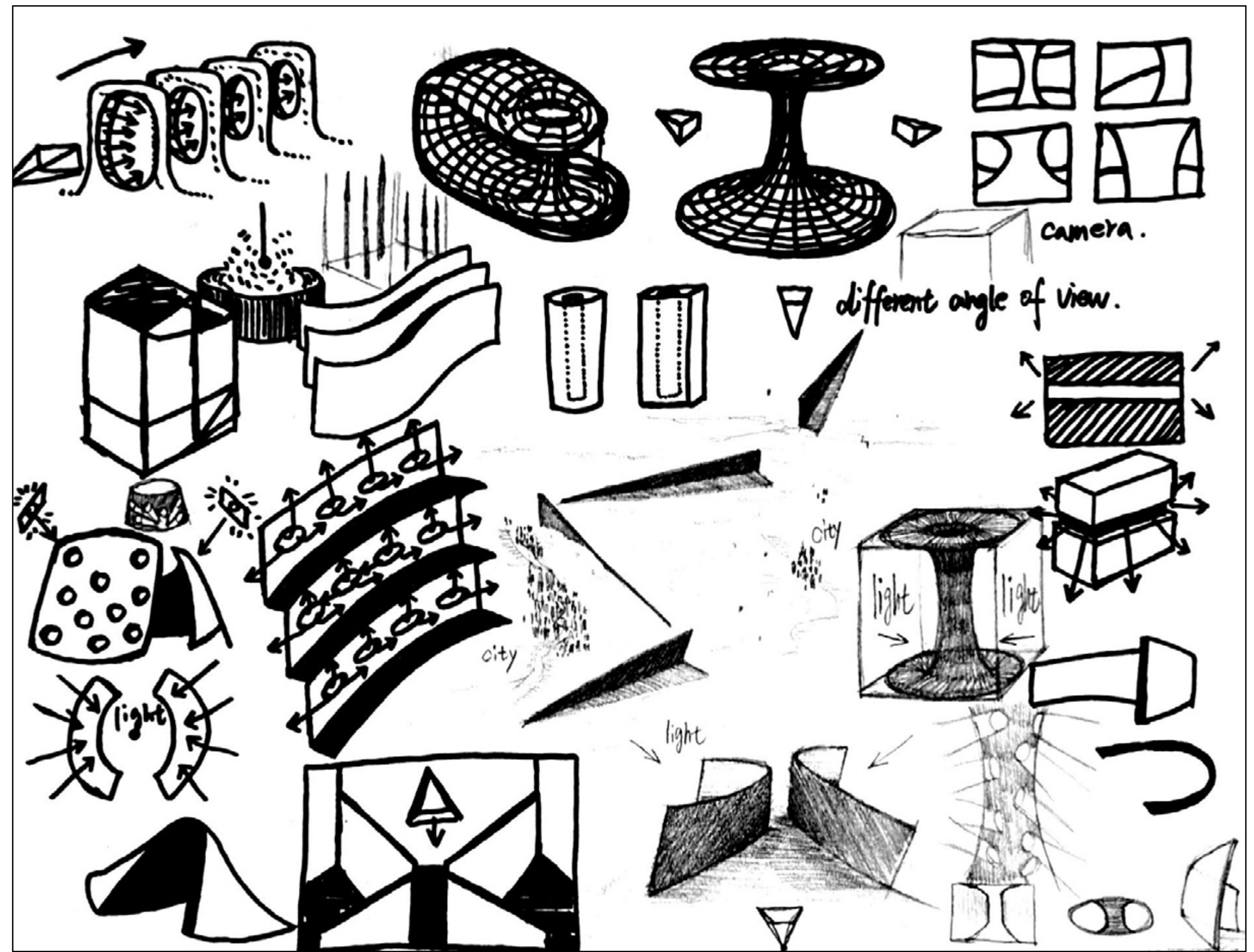
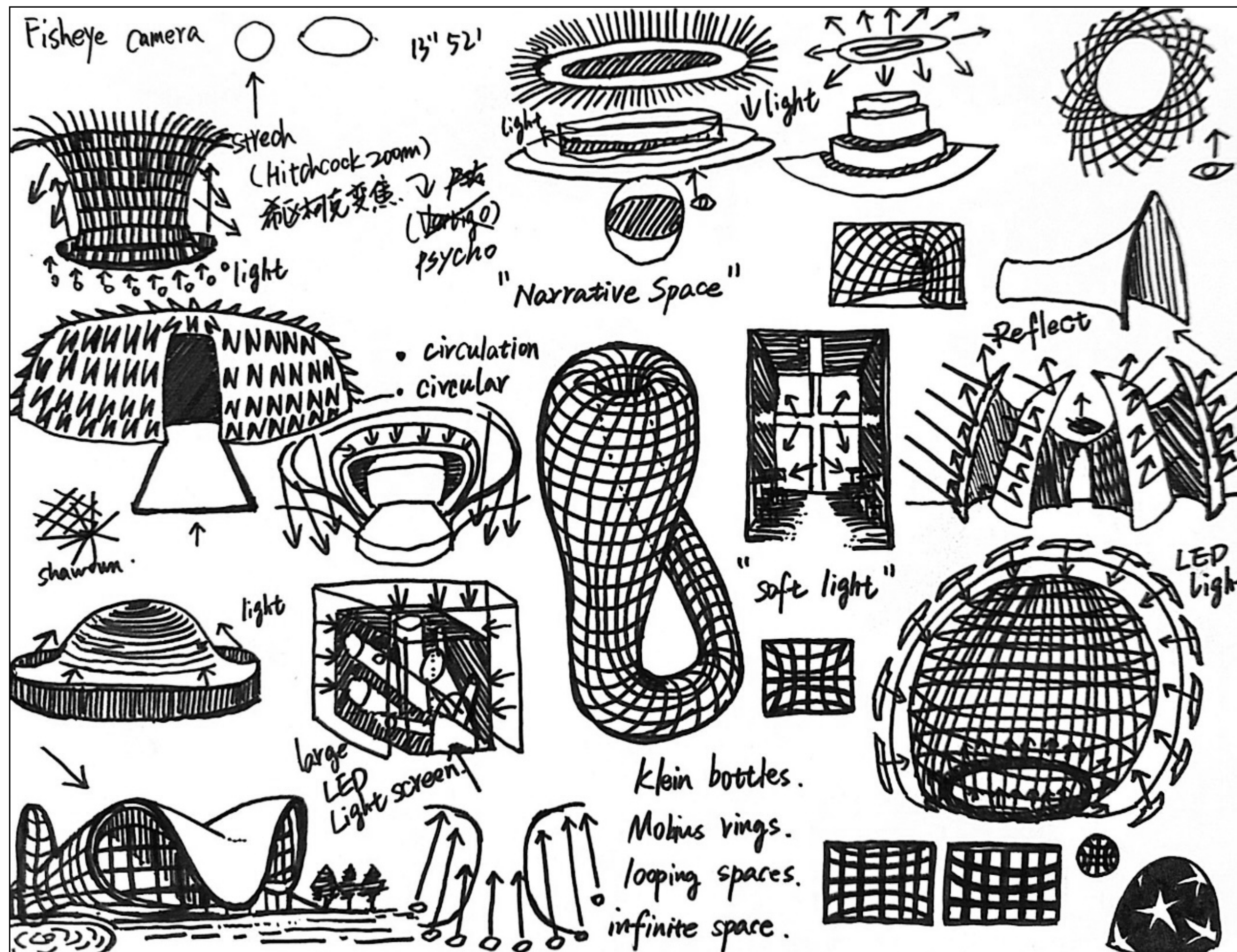
Richard Serra's work2 (2024)

To make the rendered image more flat, rather than having a strong sense of space or three-dimensionality, I chose to make the overall structure have as few right angles as possible, and use curved lines, as it allows for a better and smoother transition throughout the space.

So I refer to this artist Richard Serra's sculptures to a certain extent and try to make more use of circles and arcs to design the space.



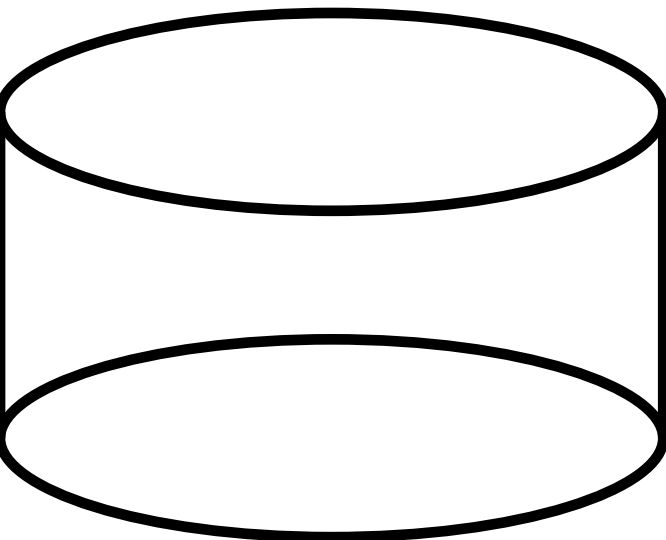
Some Sketches



First of all, I drew some sketches, some random ideas about how to set up the space, and how to use the light, and then thought about some of the shapes, some of the effects of the light reflecting off of it, and how it would end up looking in the shot.

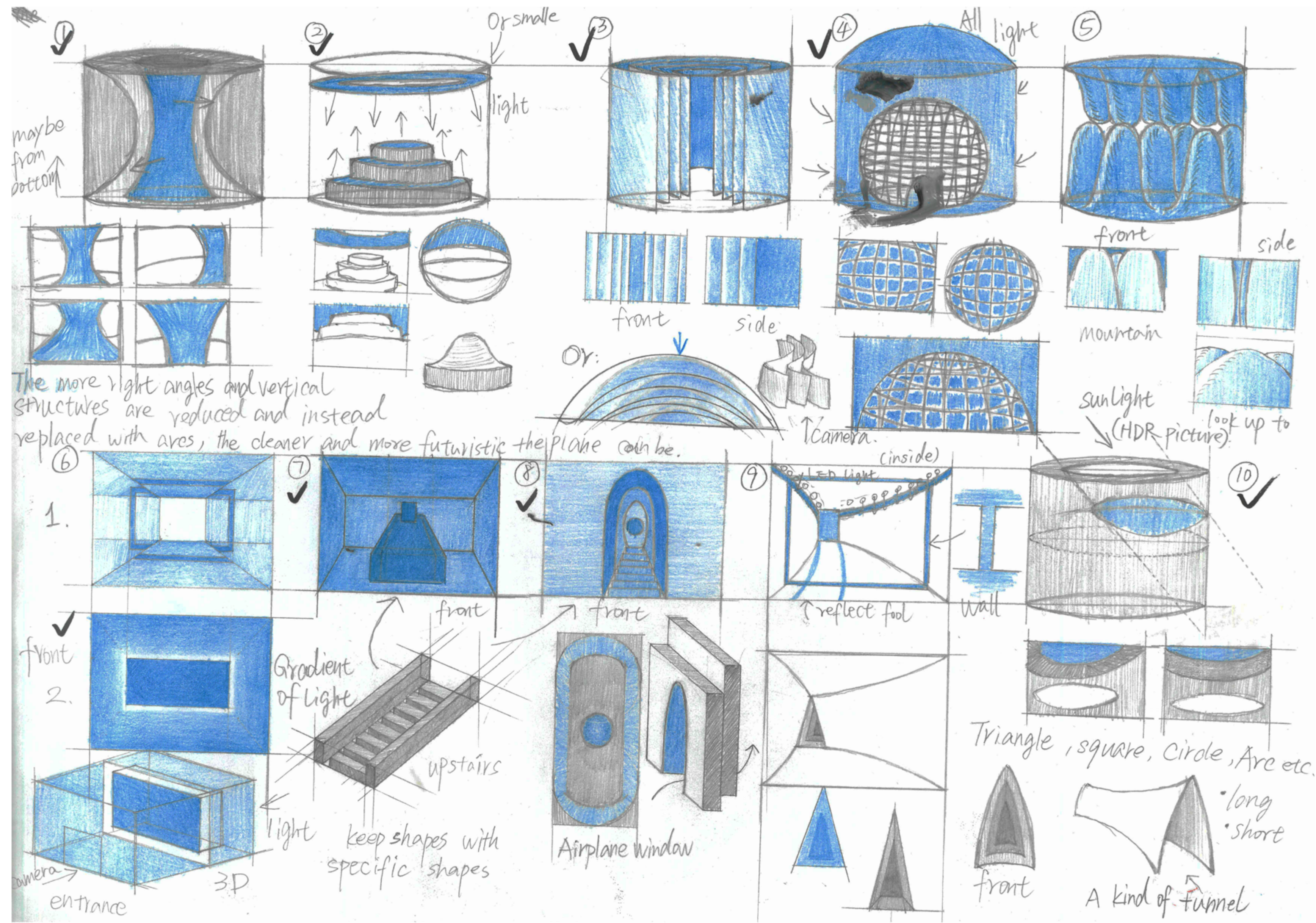
Final Ideas

1 2 3 4 5 6 7 8 9 10



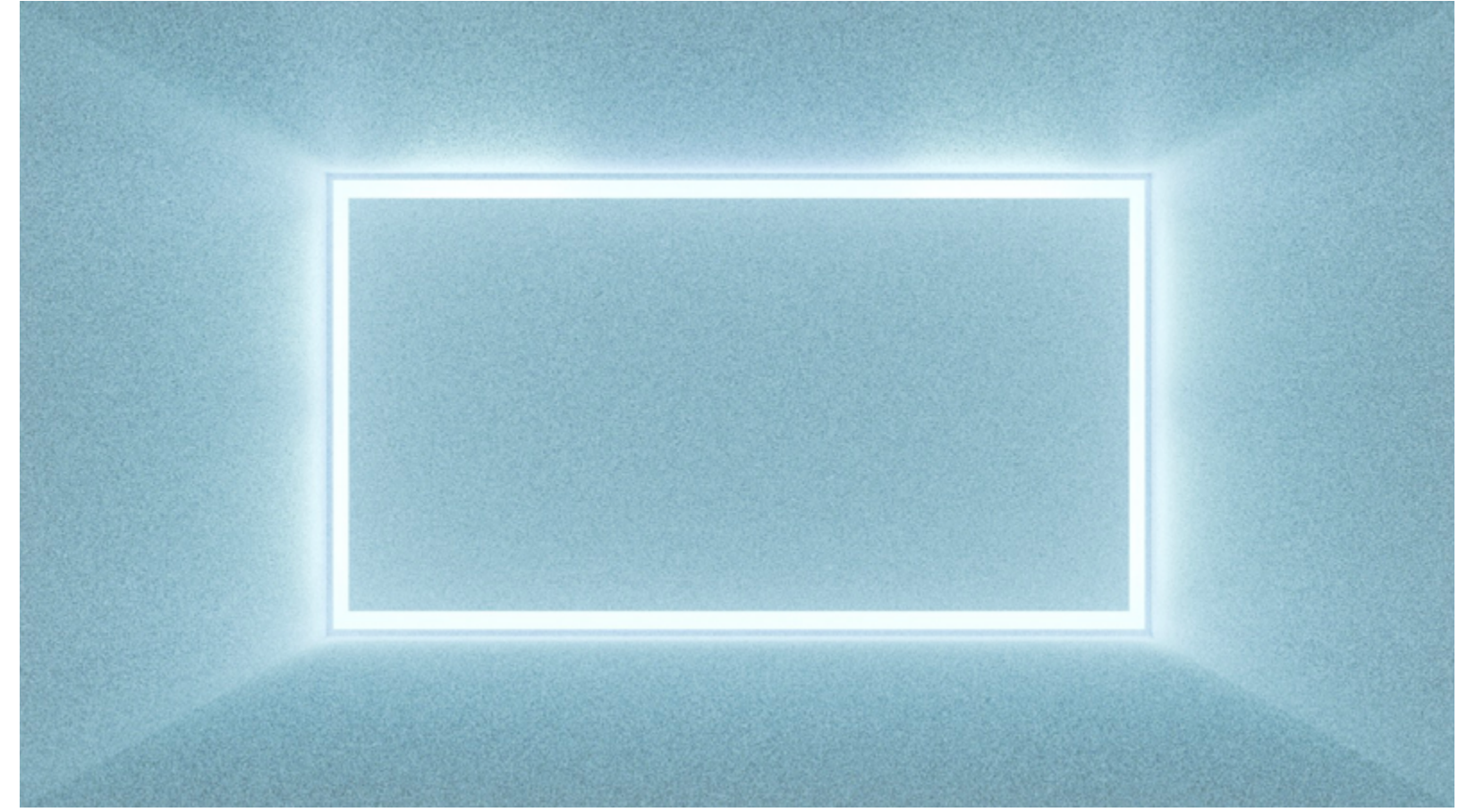
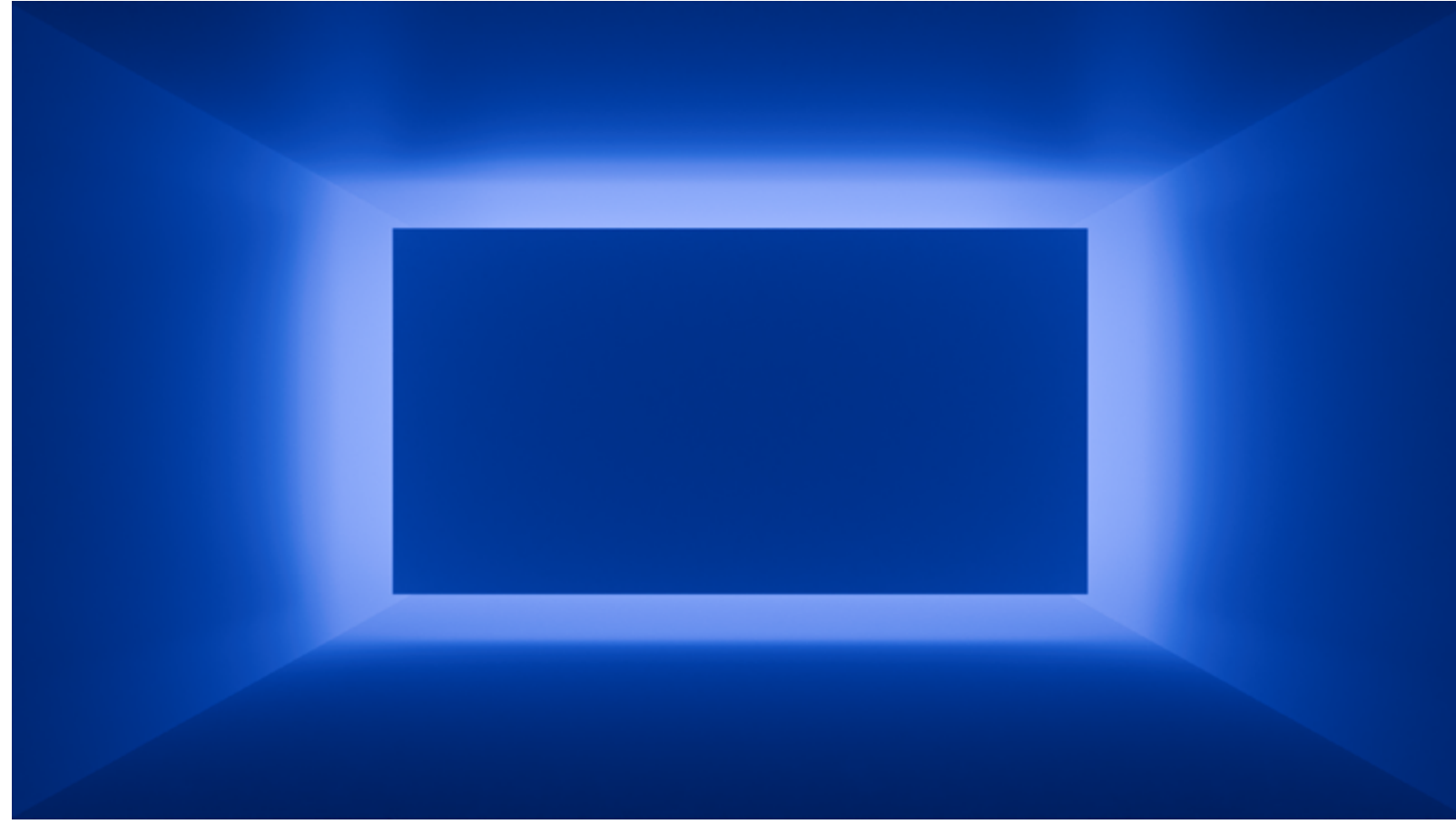
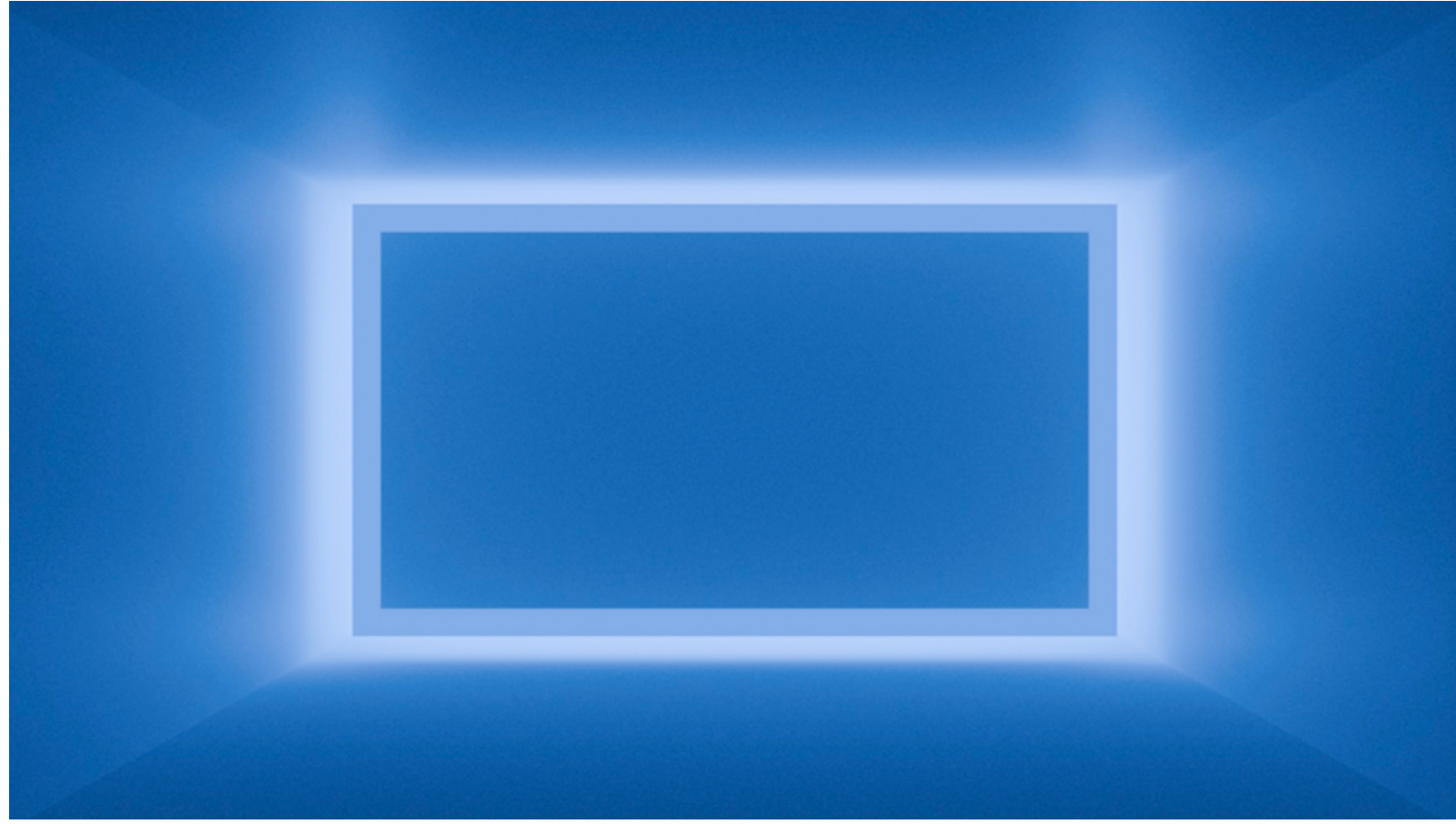
In the end I summarised 10 ideas, which also meant 10 iterations, each of which was a different spatial design that influenced the subsequent graphic visual output.

However, time constraints got in the way and modelling and rendering would have taken a lot of time, so I decided to go with a few of them and continue iterating on top of that.



Iteration

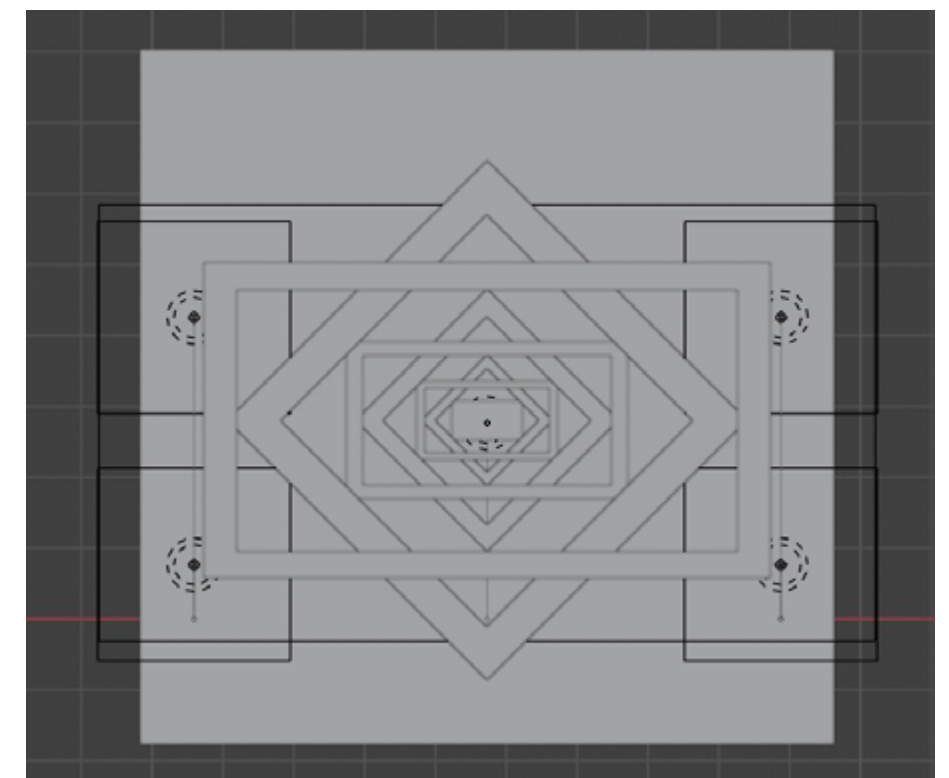
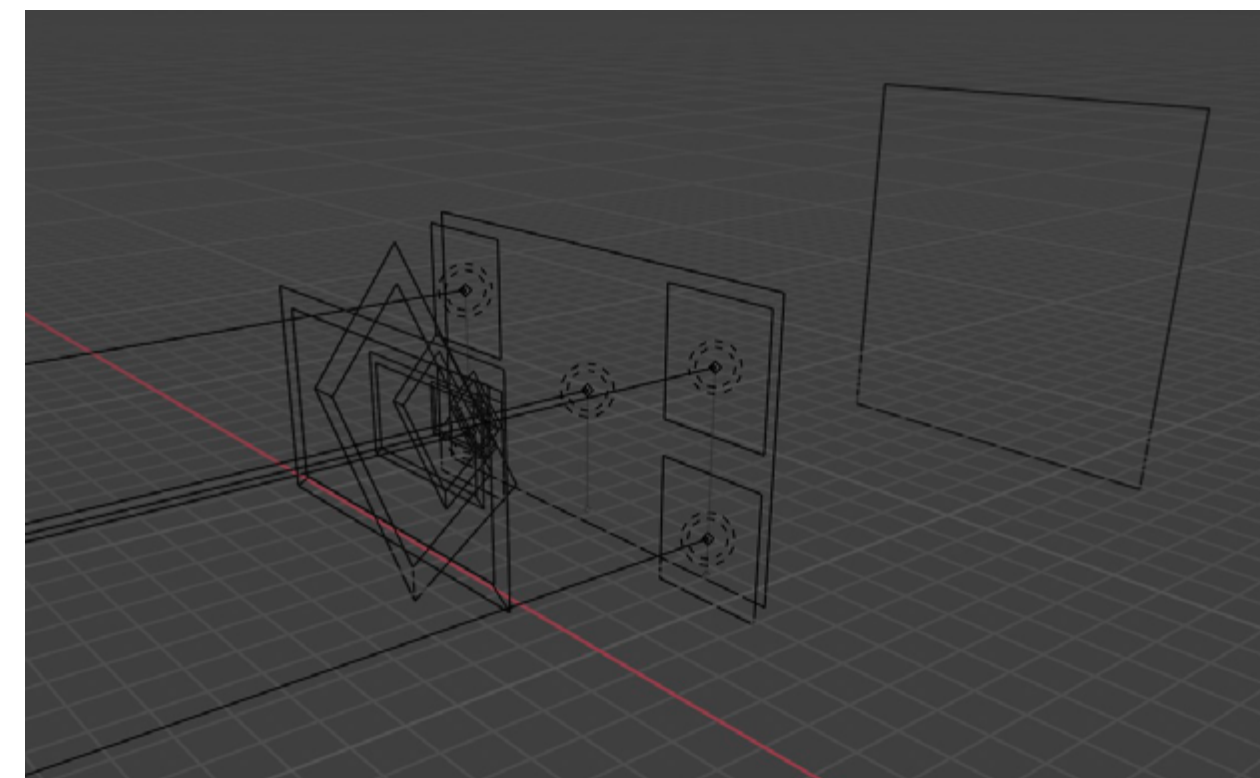
-1



The first thing that comes to mind about what kind of pattern to create is to start with a shape; rectangle, square, circle, oval, triangle, etc. Utilizing the features of each shape and combining them with space.

From what you can see now all is the result of a 3D model rendered with lighting, I'll try to show it as 2D as possible.

After first envisioning the rectangle and considering how it looks in light, I adjusted the parameters and iterated to get three shapes. Then I started to imagine adding some decoration to it to look more complex.



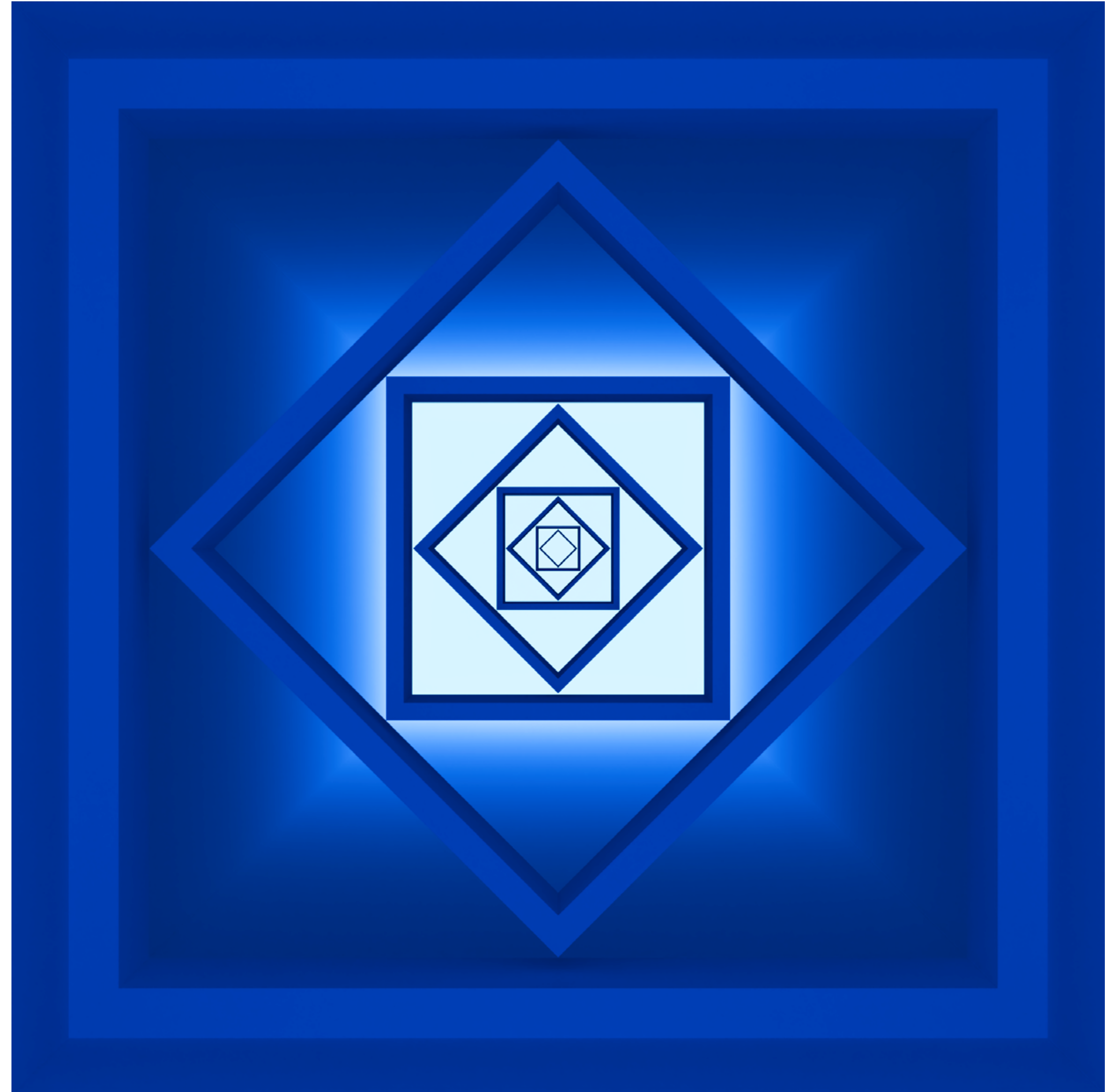
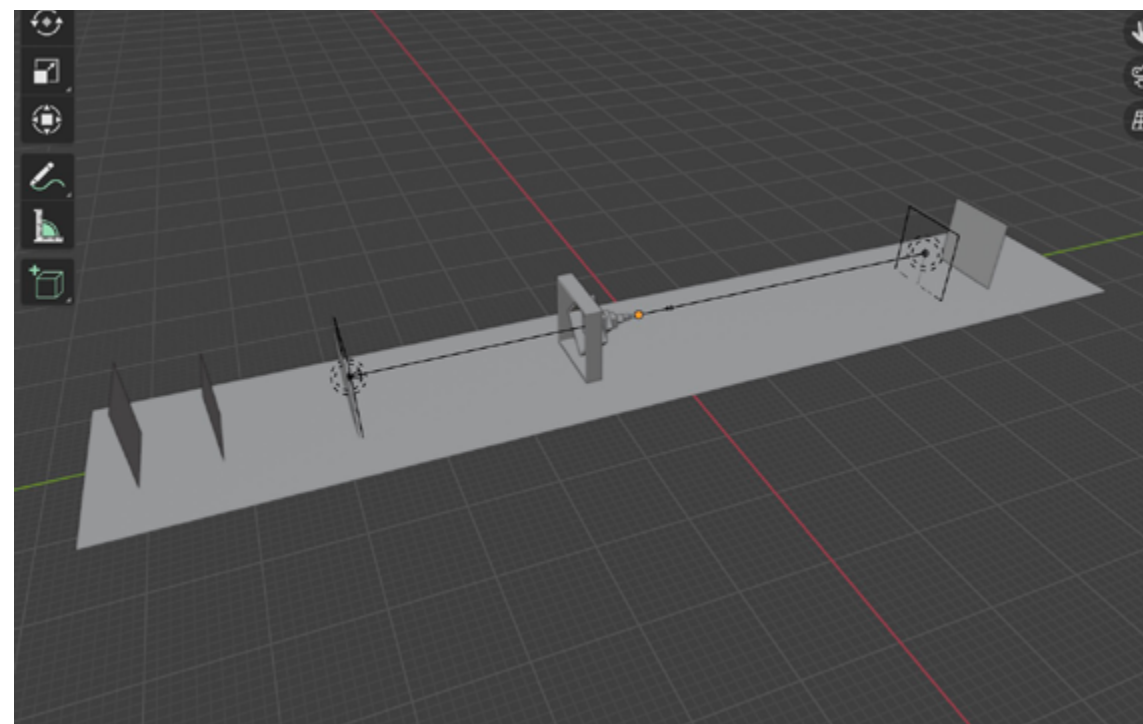
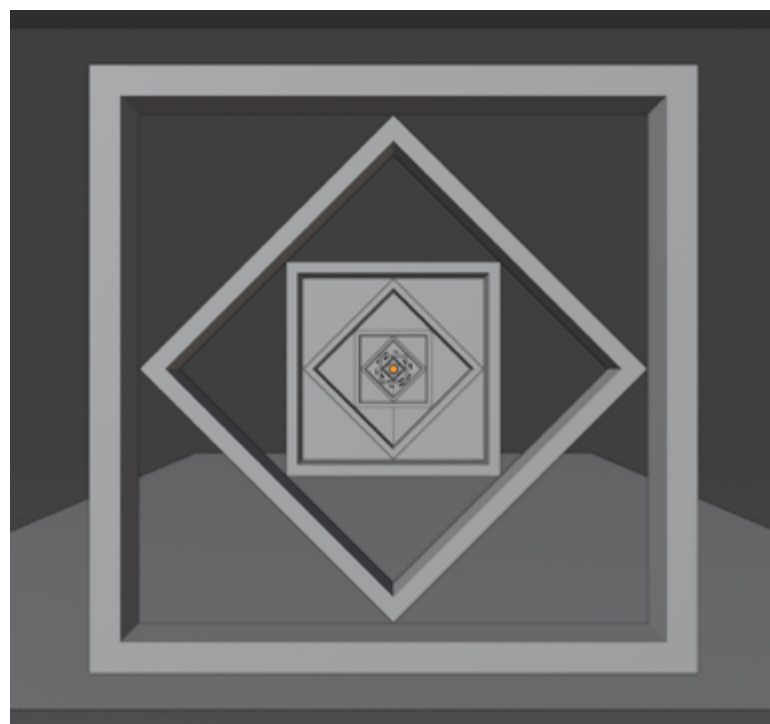
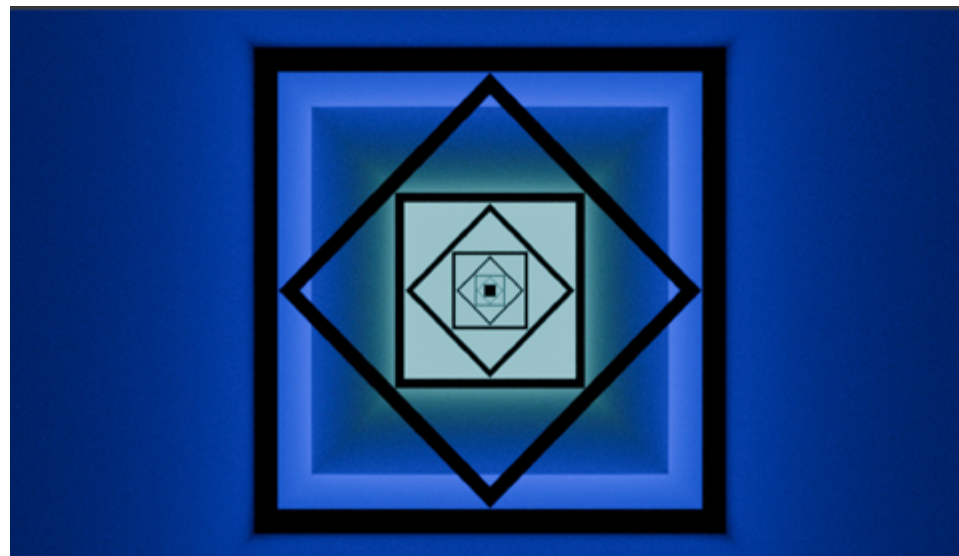


Iteration

-1

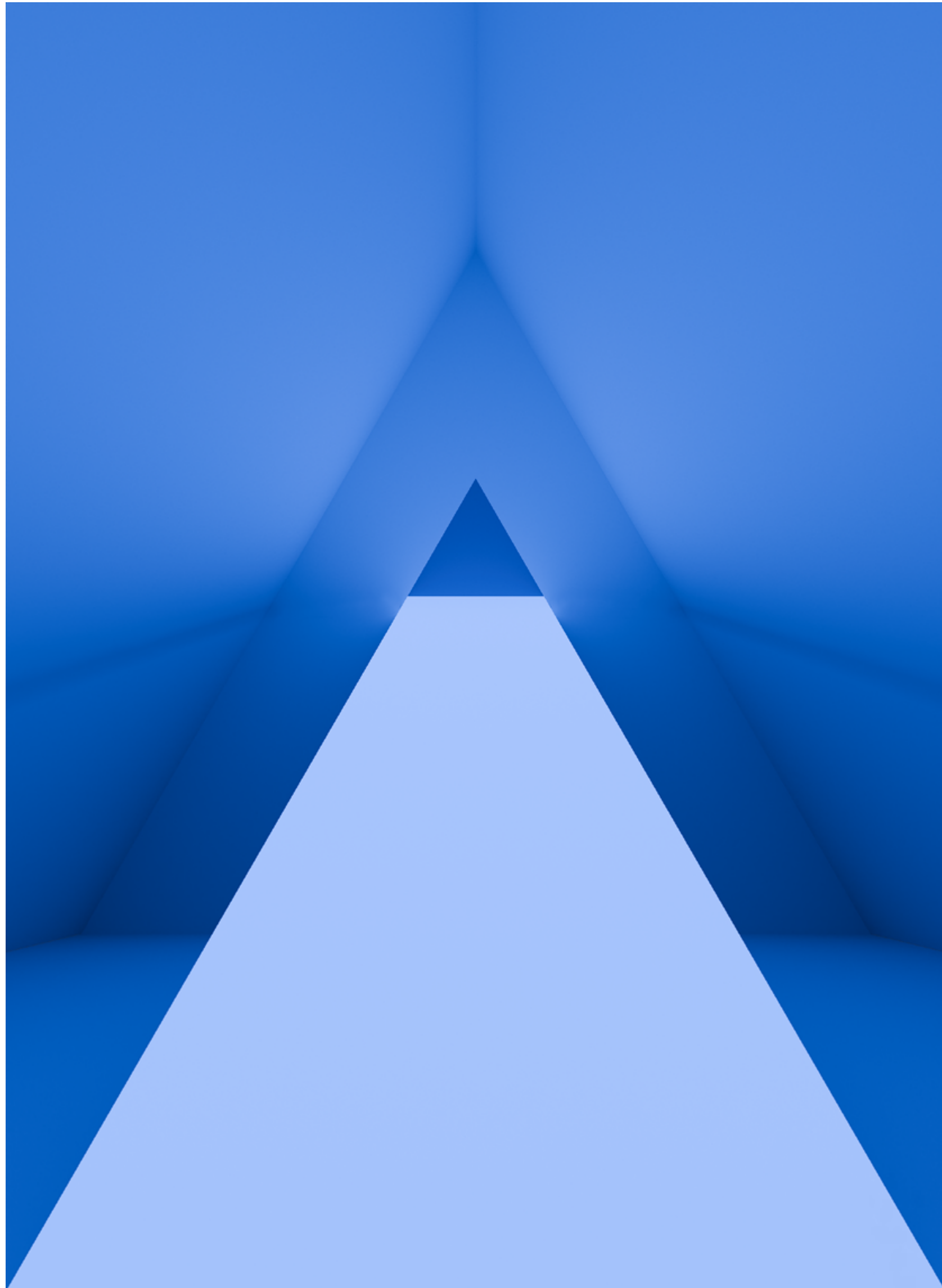
I then adjusted the parameters further, changing from rectangles to squares, tweaked the lighting, and settled on the final visual.

In blender I lay everything out in a row and look at them through the camera, the 3D objects become flat which is part of the fun.

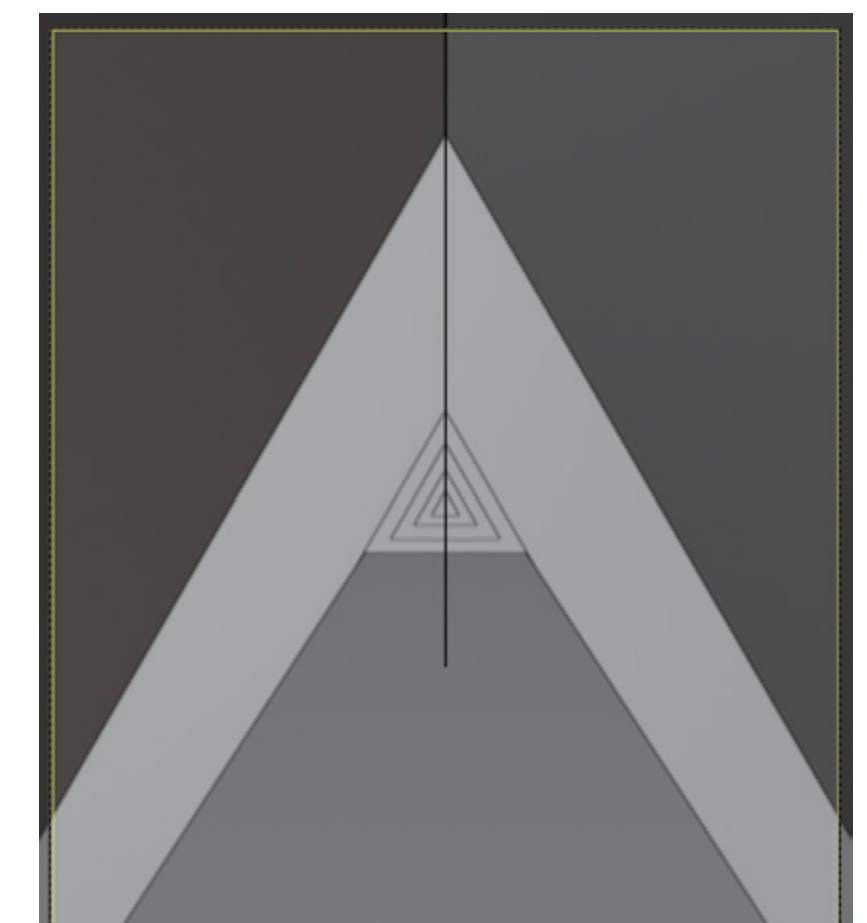
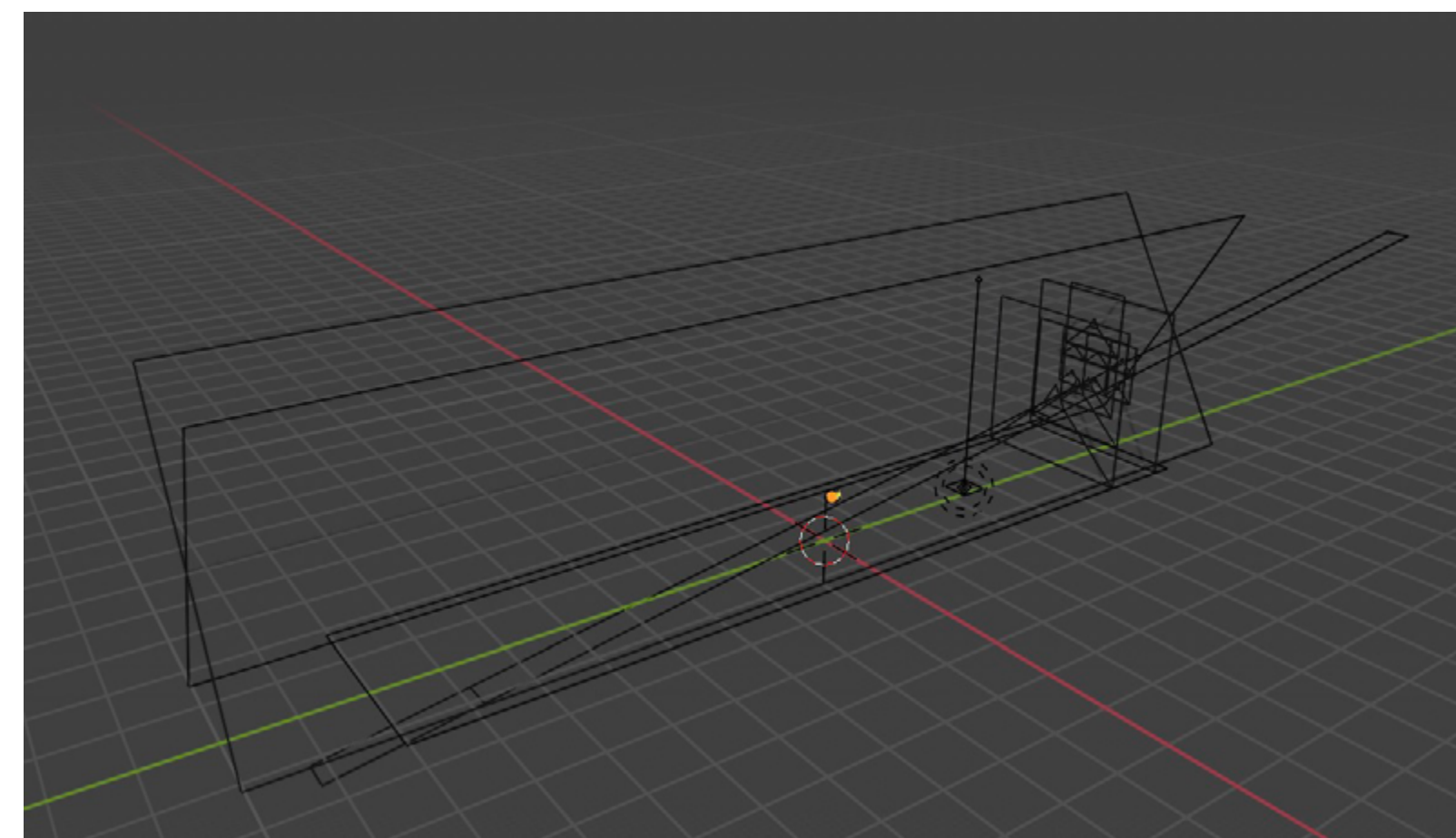
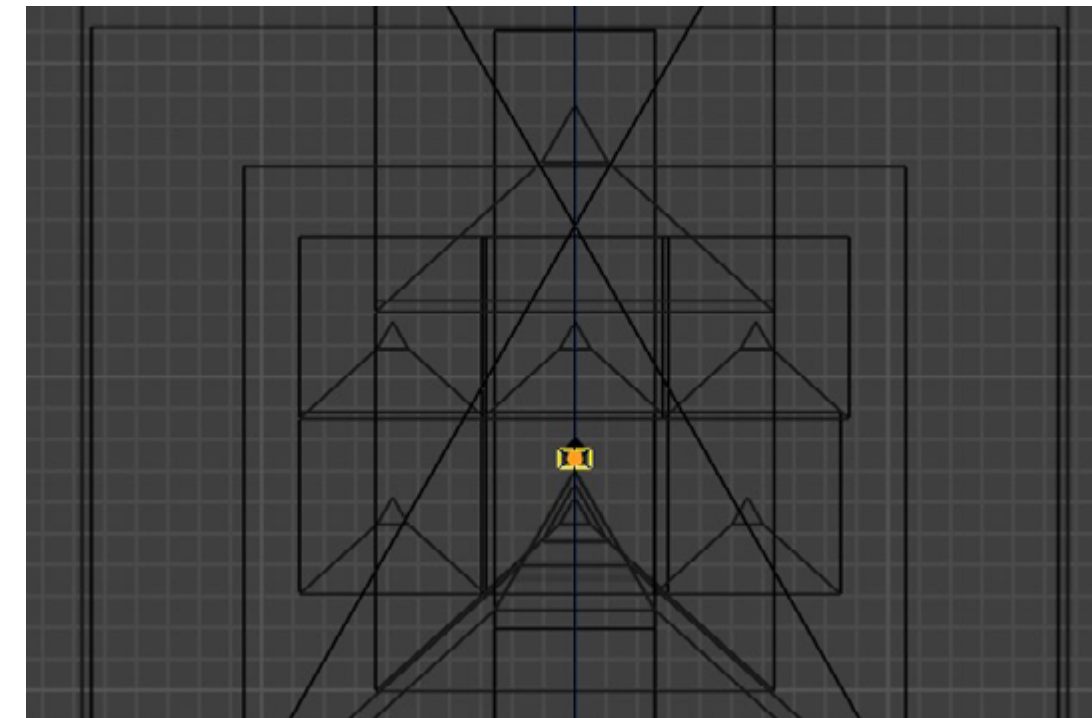


Iteration

-2

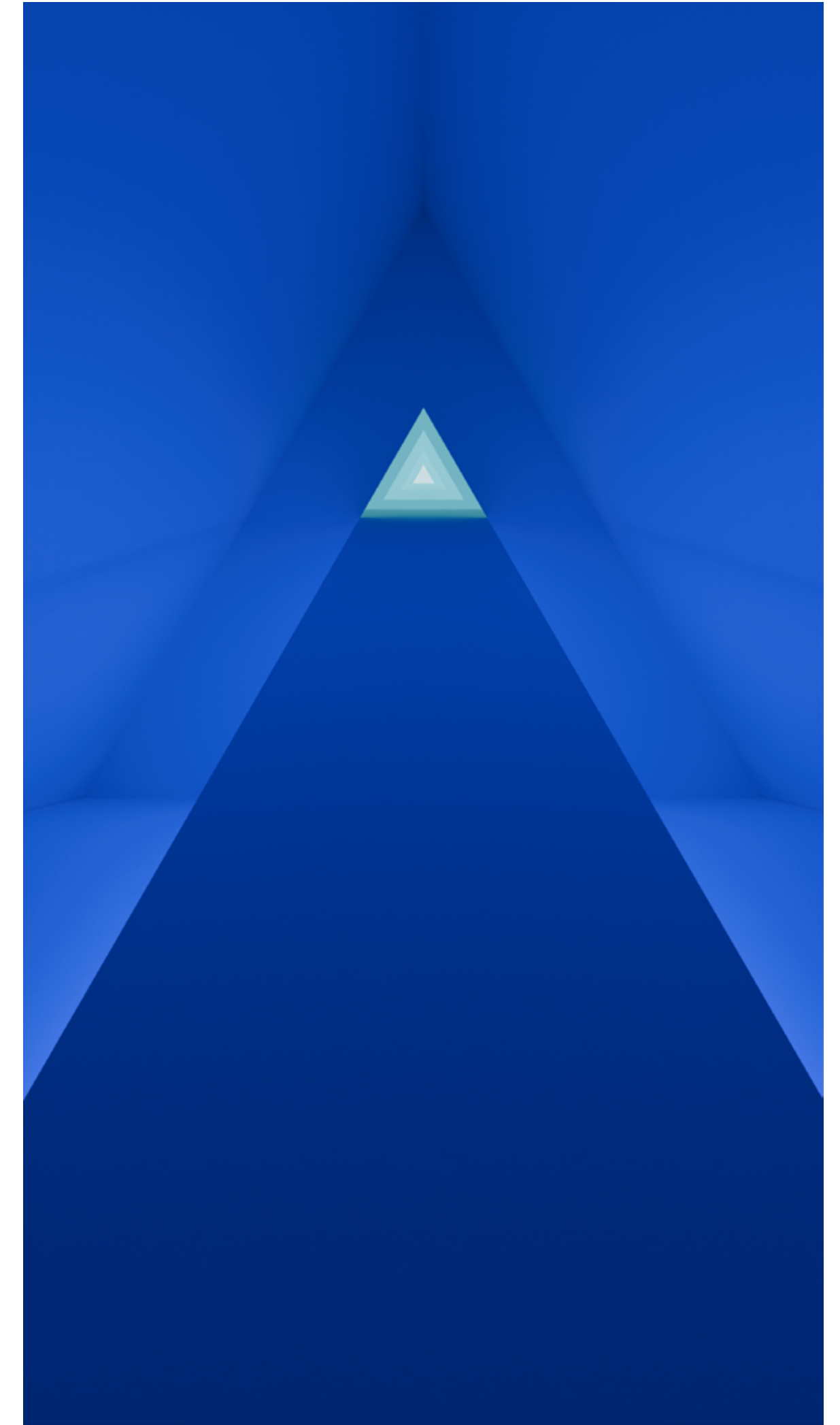
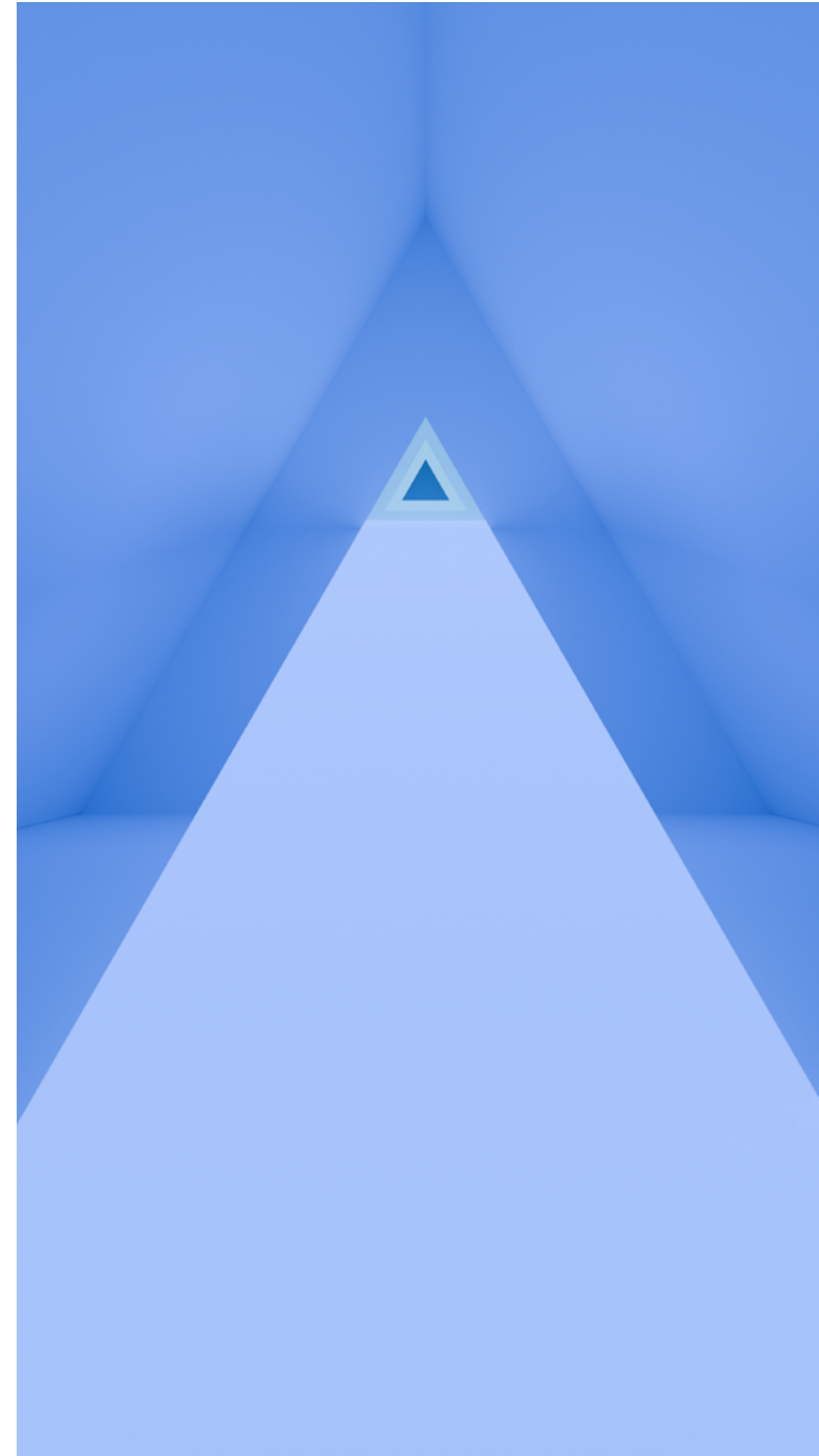
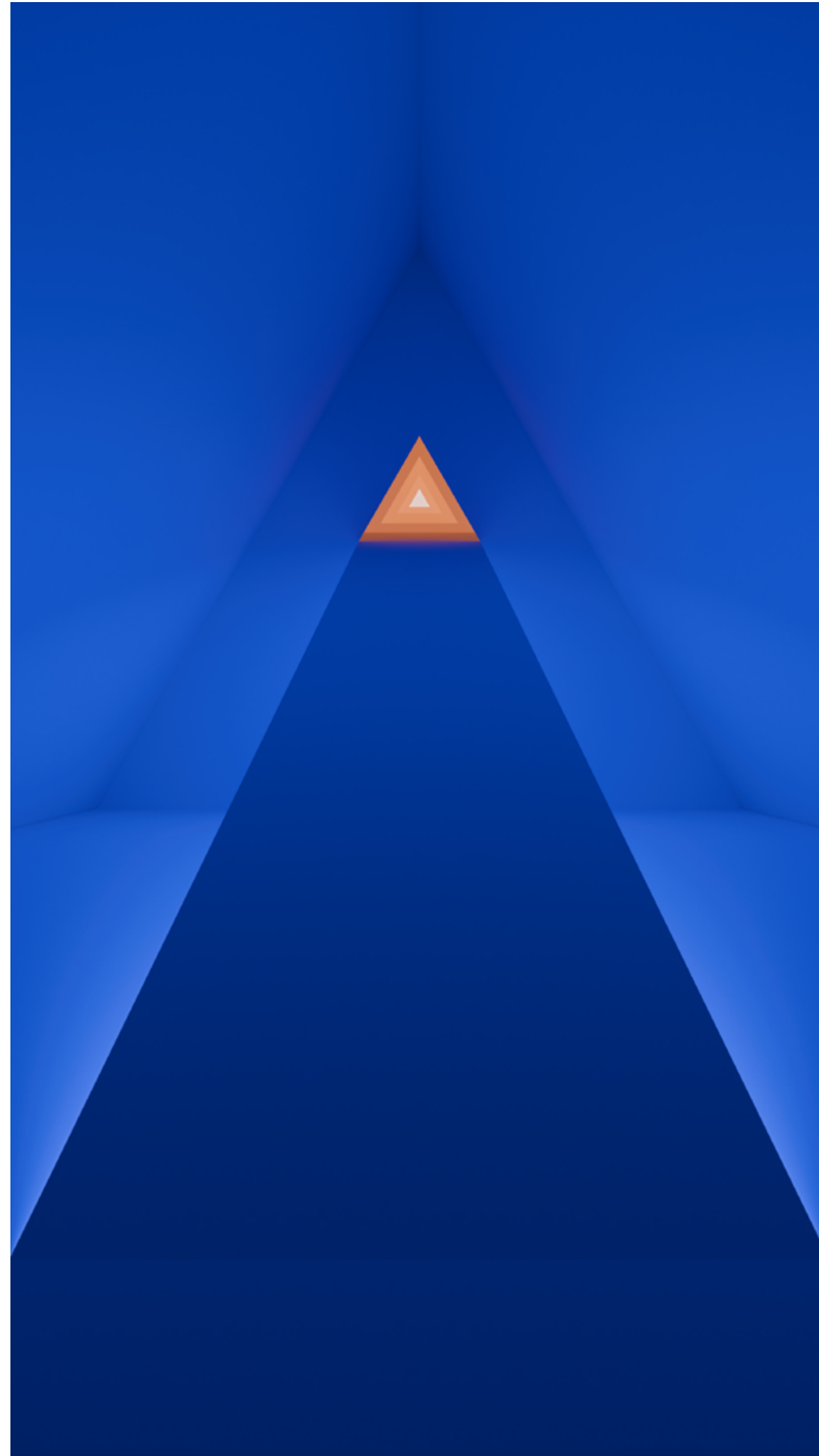


This time with triangles, I designed a triangular space where I tried to make sure that every part of the space was a triangle, and then I started to commission the lights, I wanted the colors to be predominantly blue and then thought about how I could maximize their flatness.



Iteration

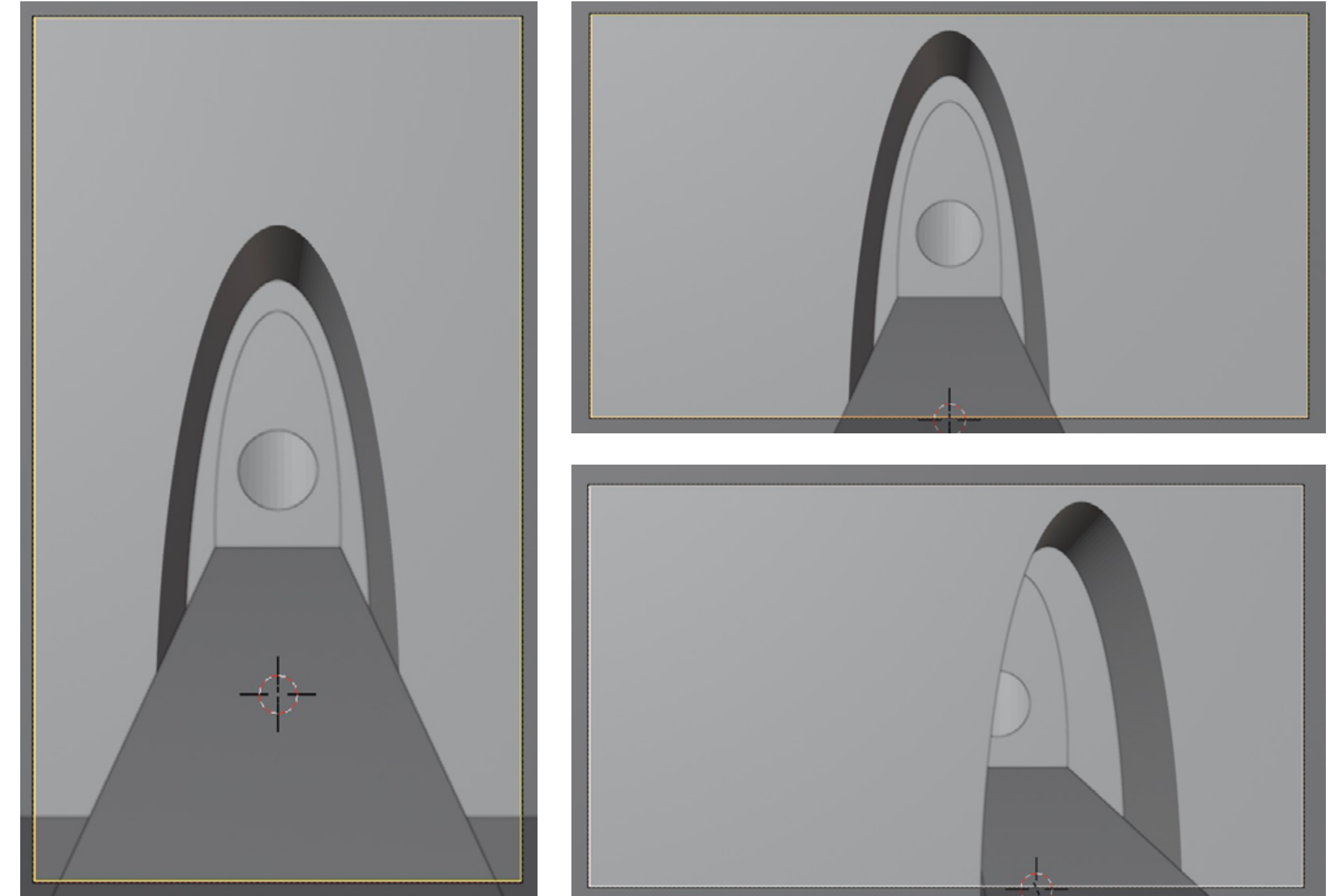
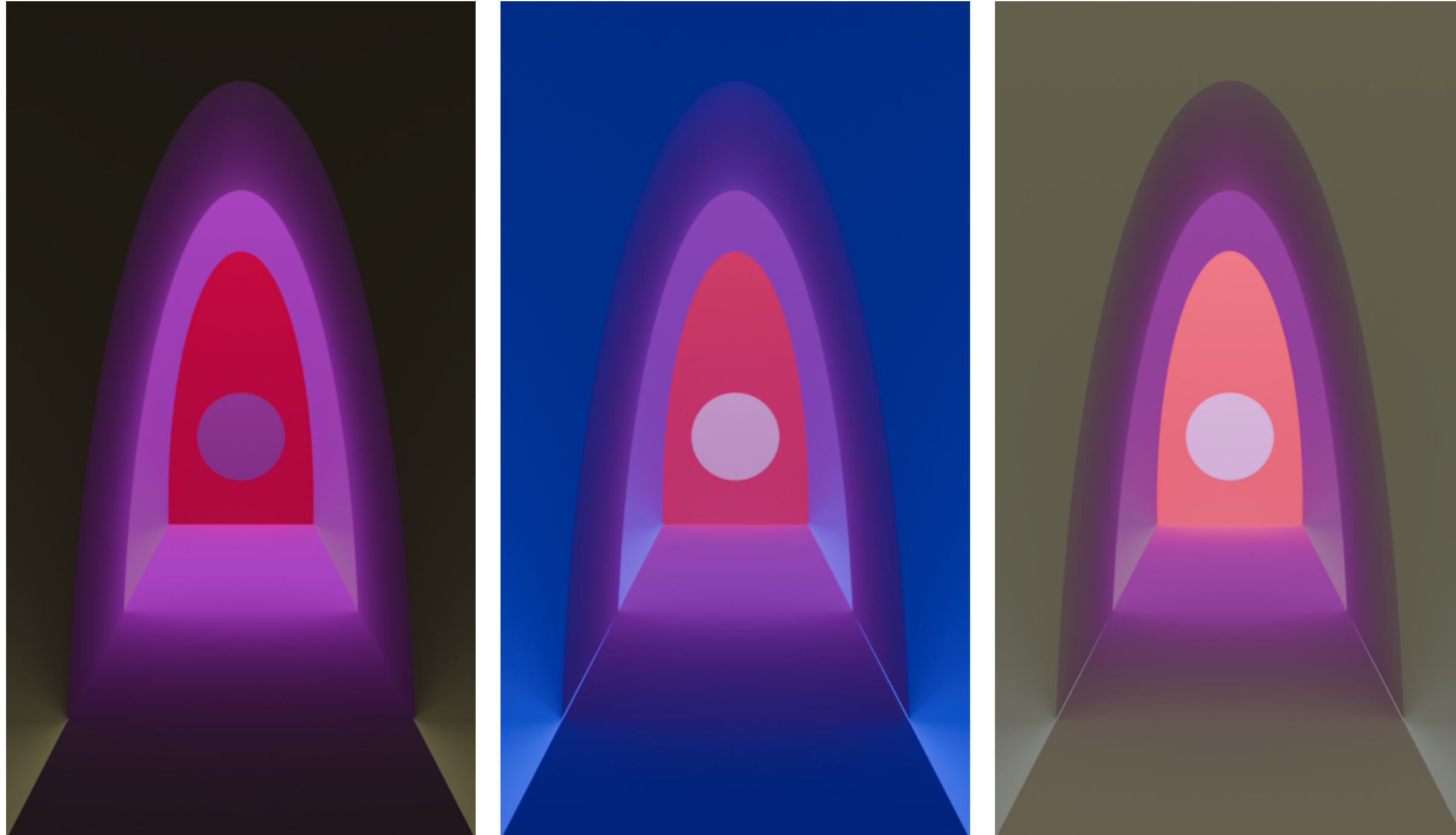
-2



I tweaked some of the lighting parameters and iterated out four different flat shapes in the same angle of view.

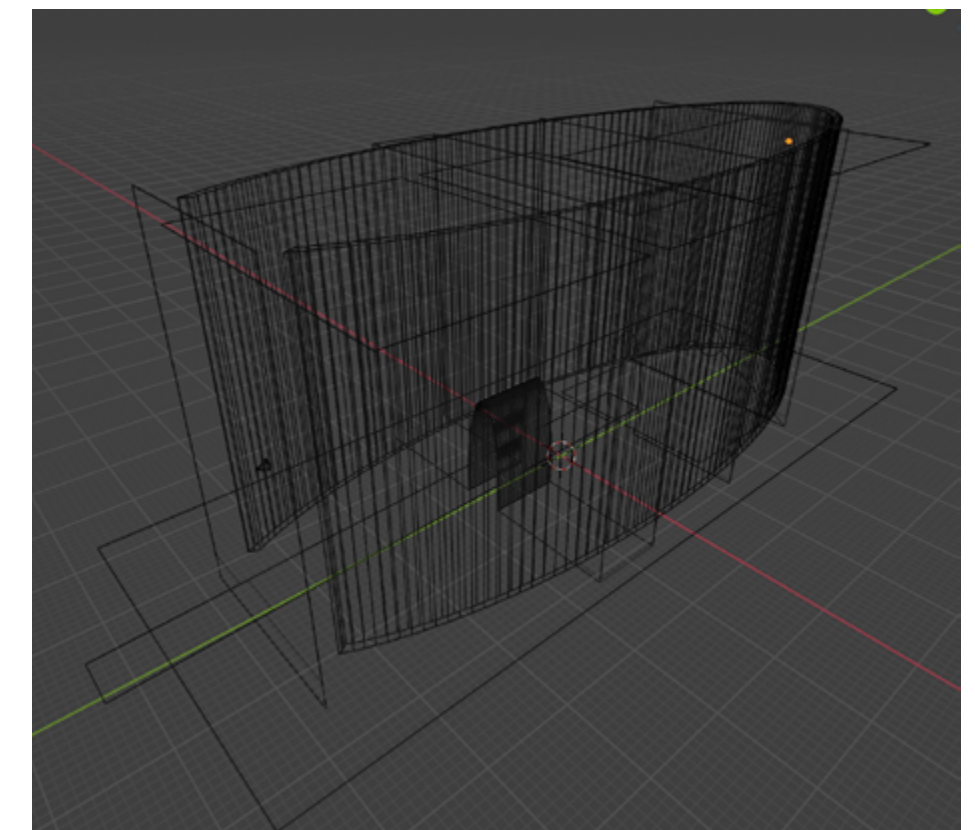
Iteration

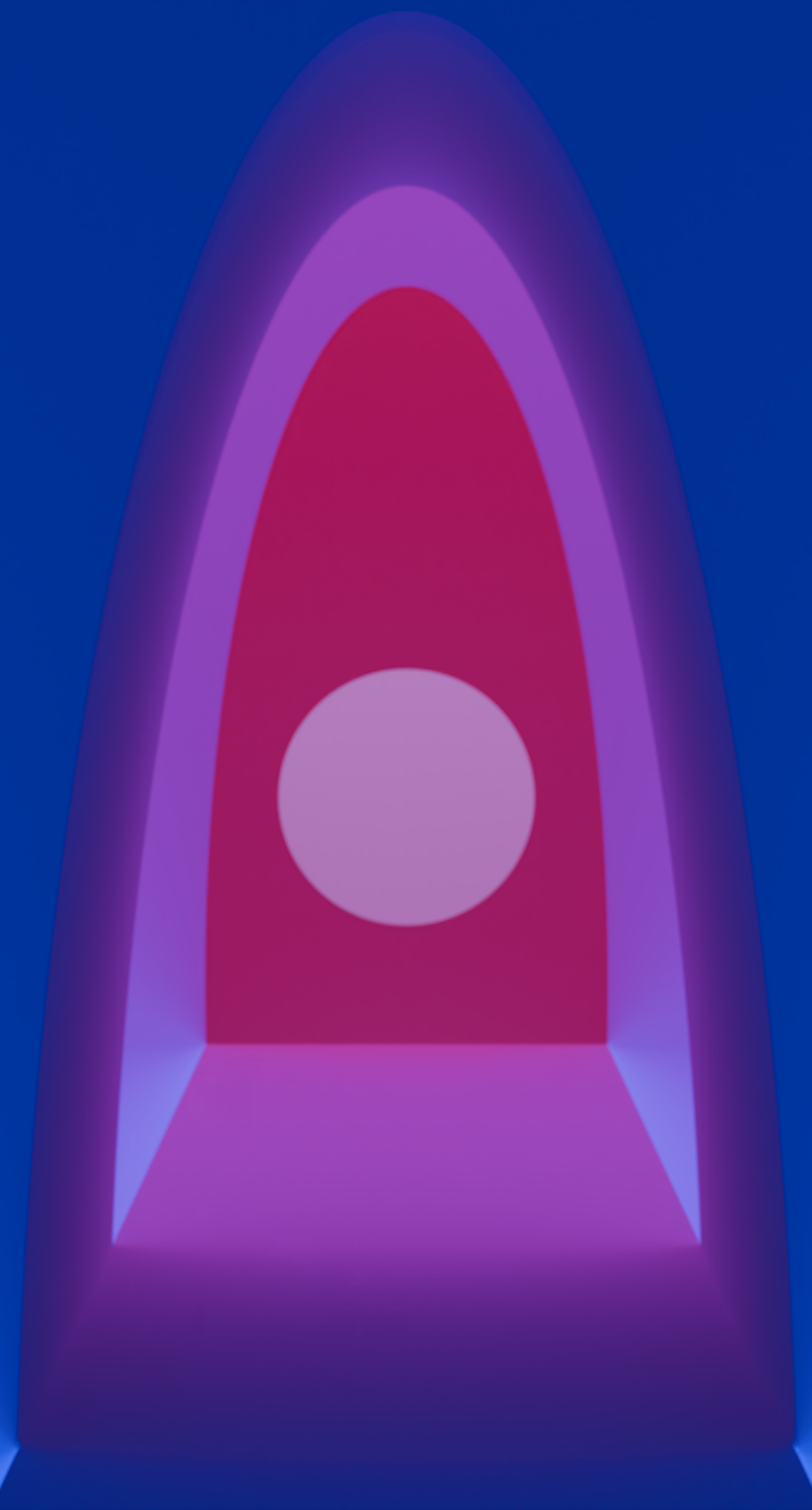
-3

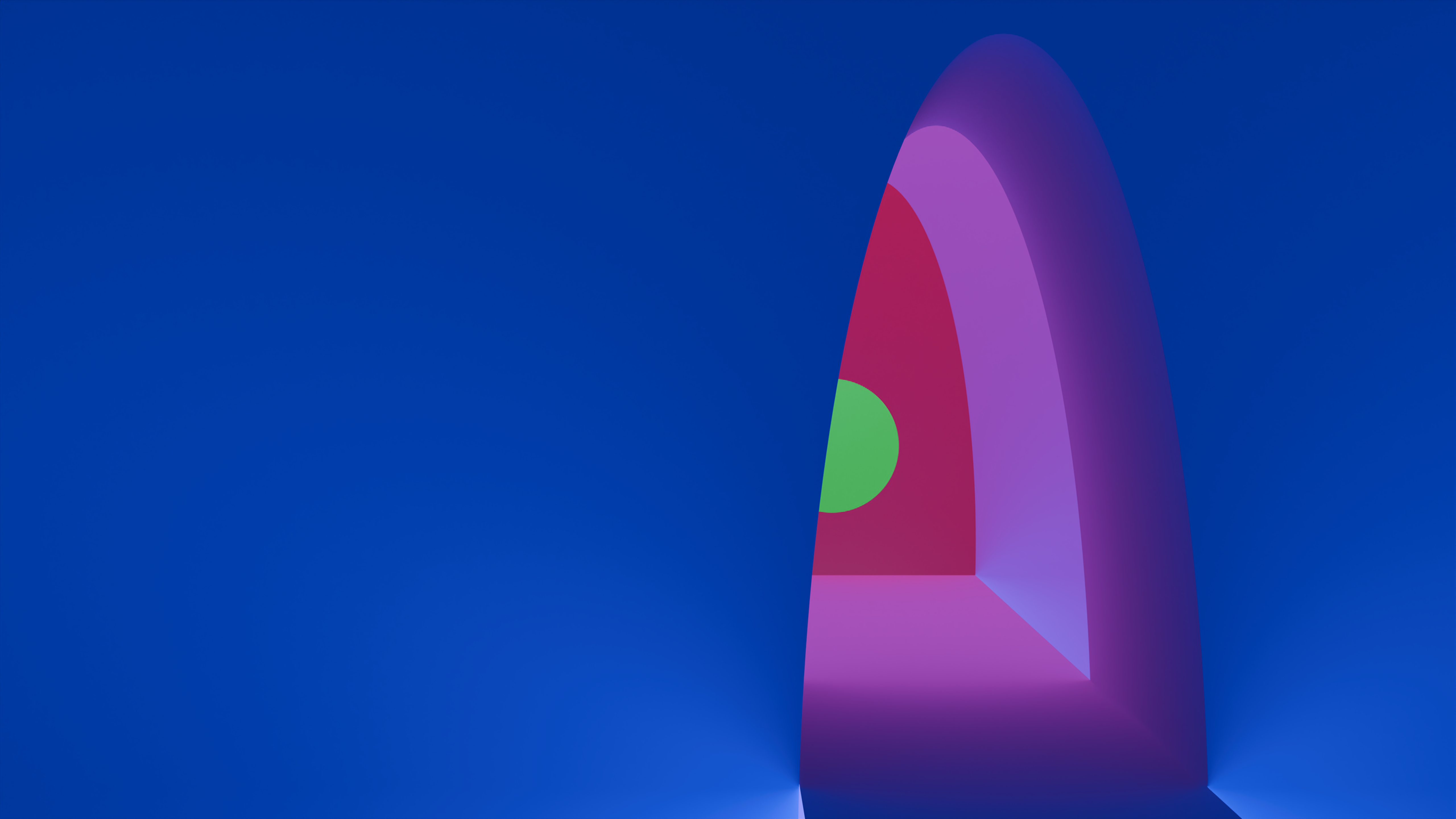


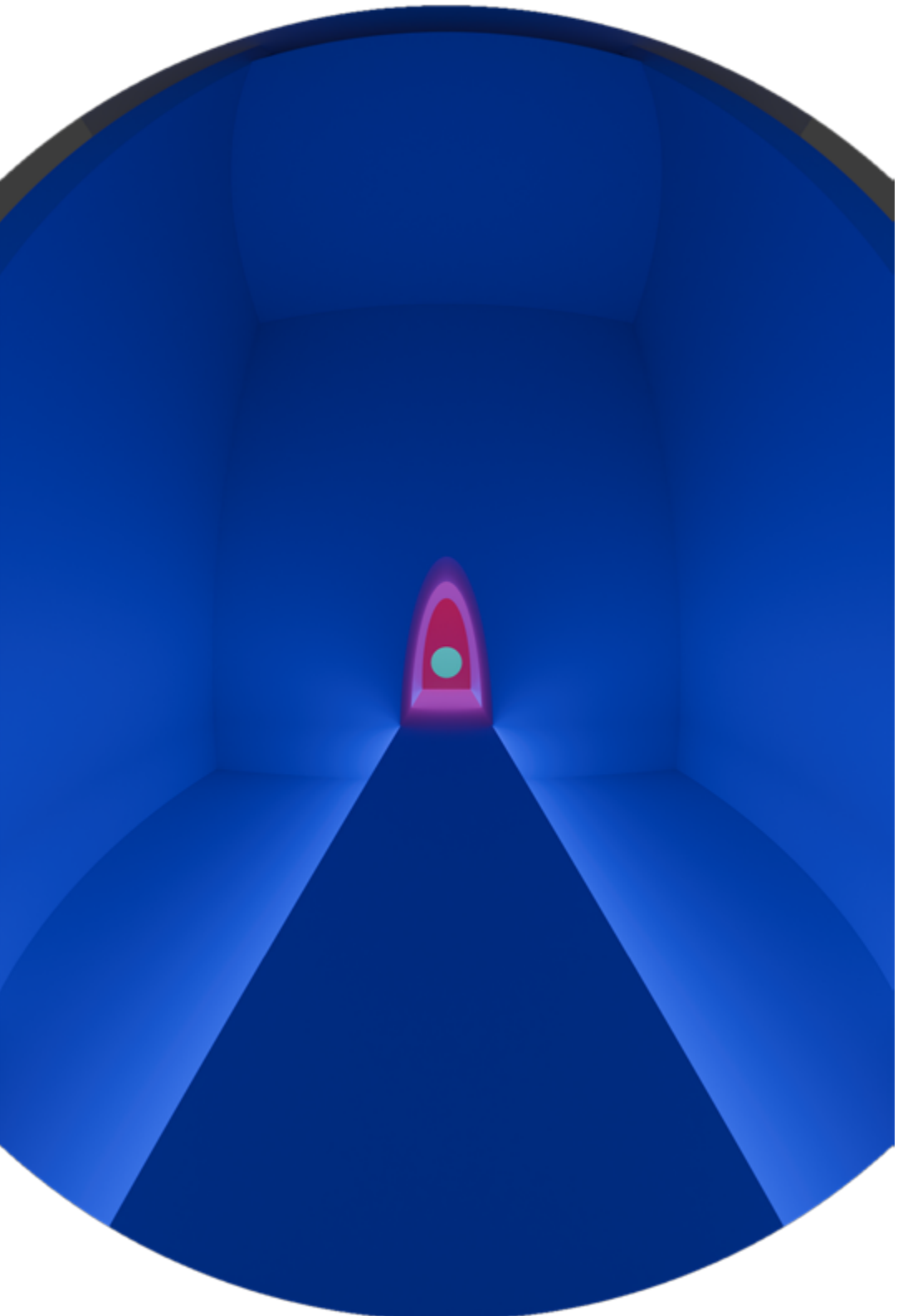
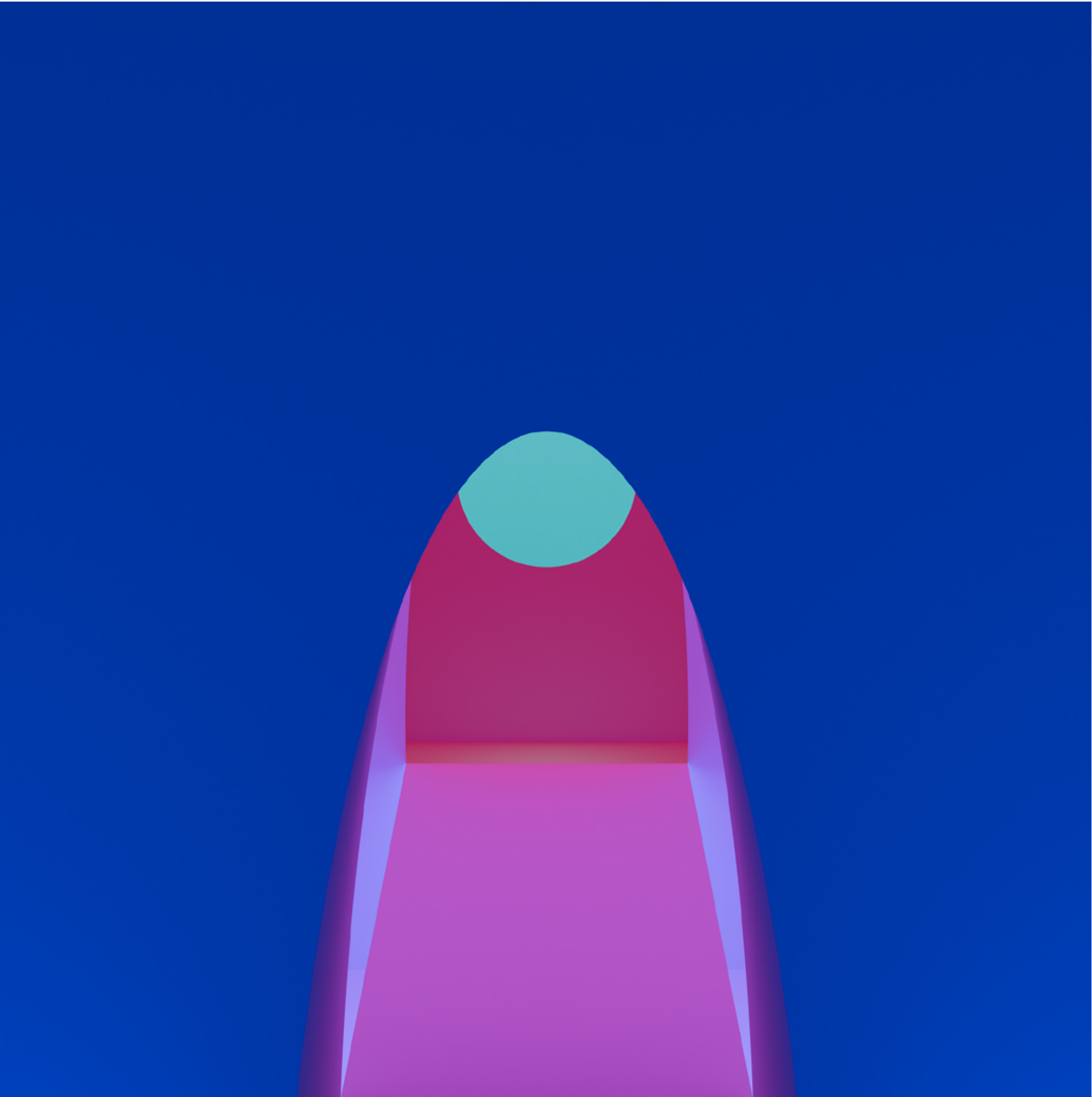
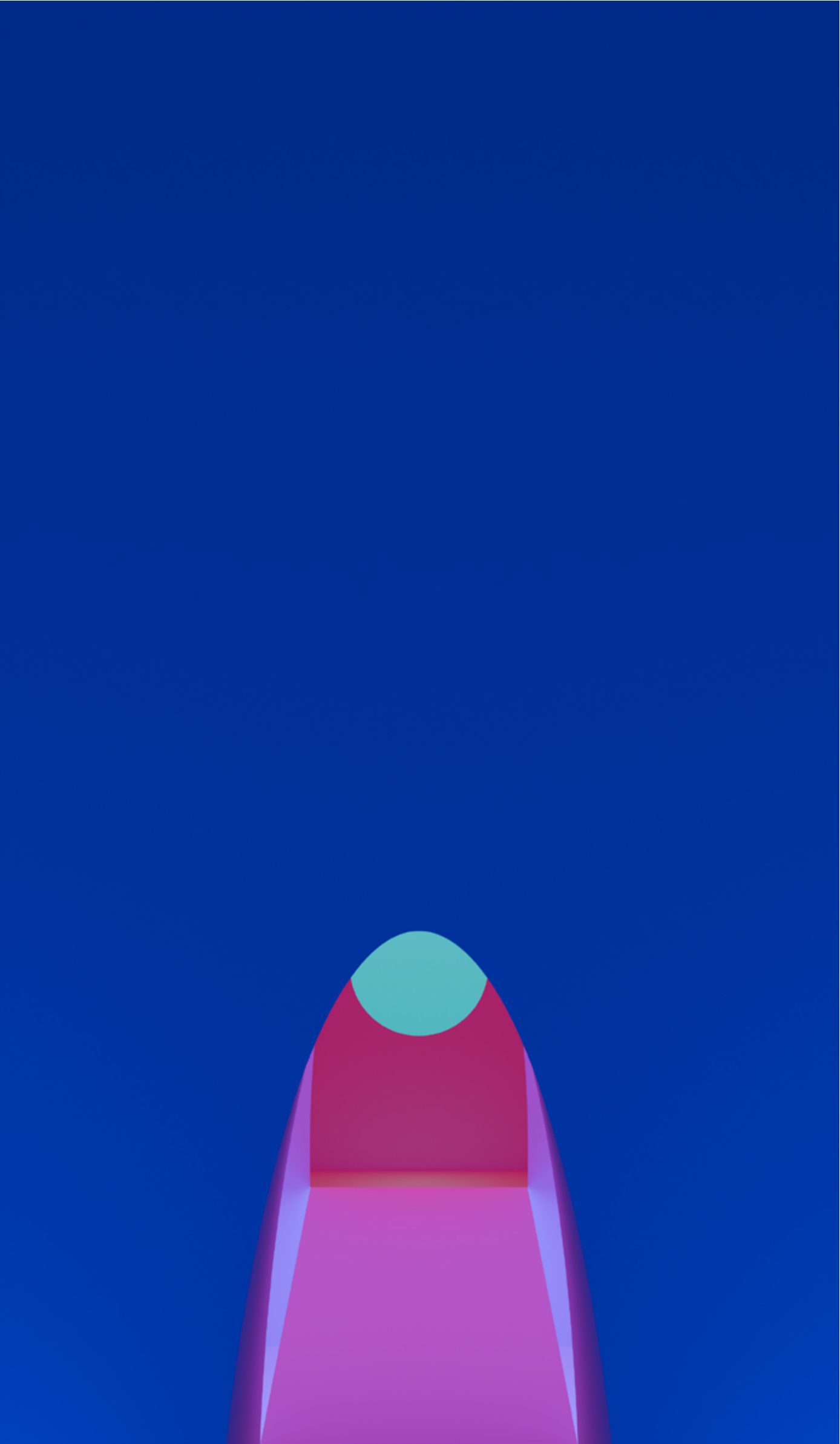
This time the space was designed on the theme of ellipses and circles, where each colour block in the graphic can be understood as a separate area, and instead of painting or sticking coloured blocks on, a space was created to colour the graphic with light.

The result is one that follows the laws of physics, harmonious, even and transitional.









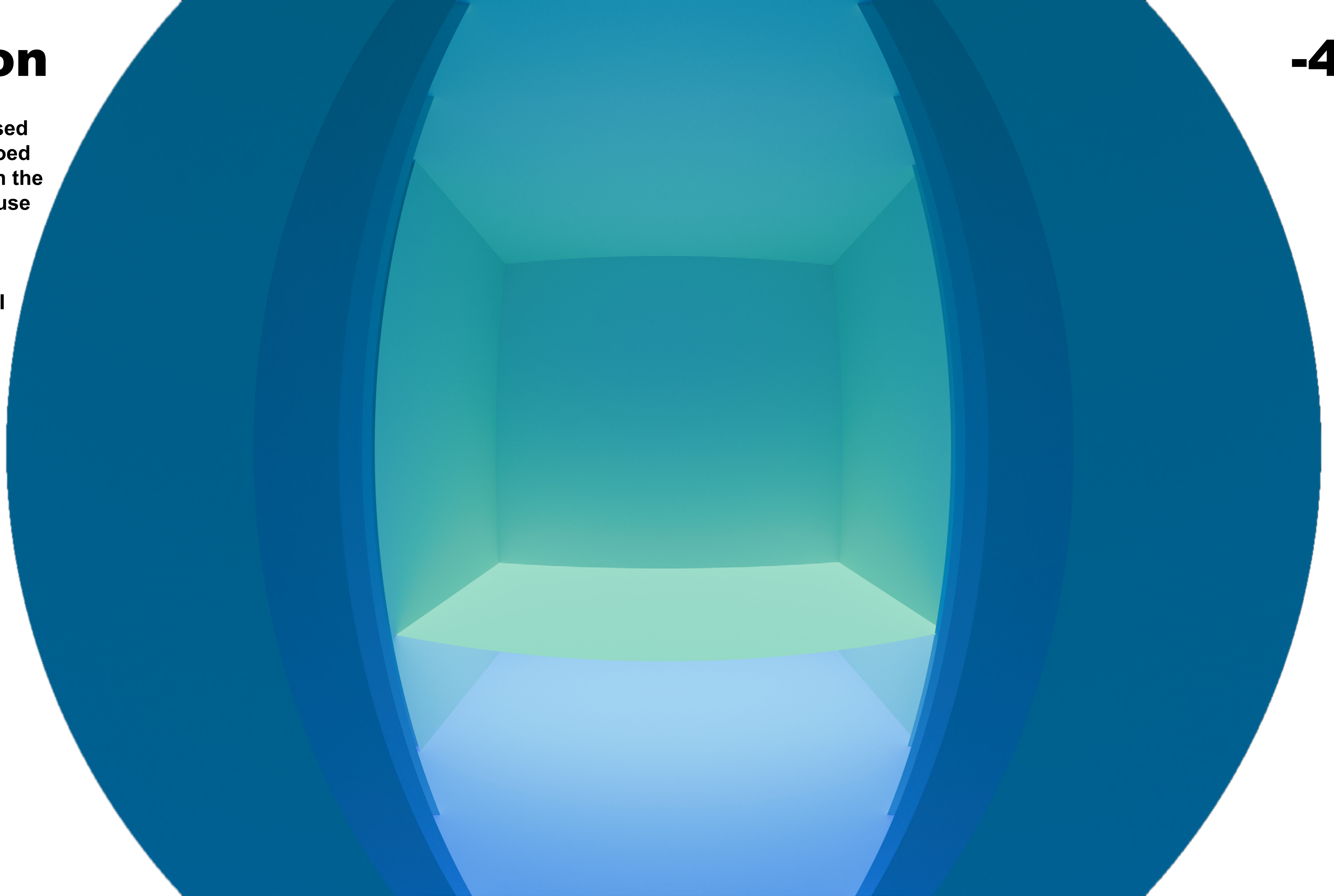
Iteration

-4

In this iteration I used cylinders and lassoed them together, then the camera I chose to use panoramic photography, a fisheye lens would capture more detail and would be graphically more vibrant and interesting.

Lighting I learned a variety of adjustments as well as showing transitions with a cross-over of lights.

Panoramic lens/
Fisheye lens-1



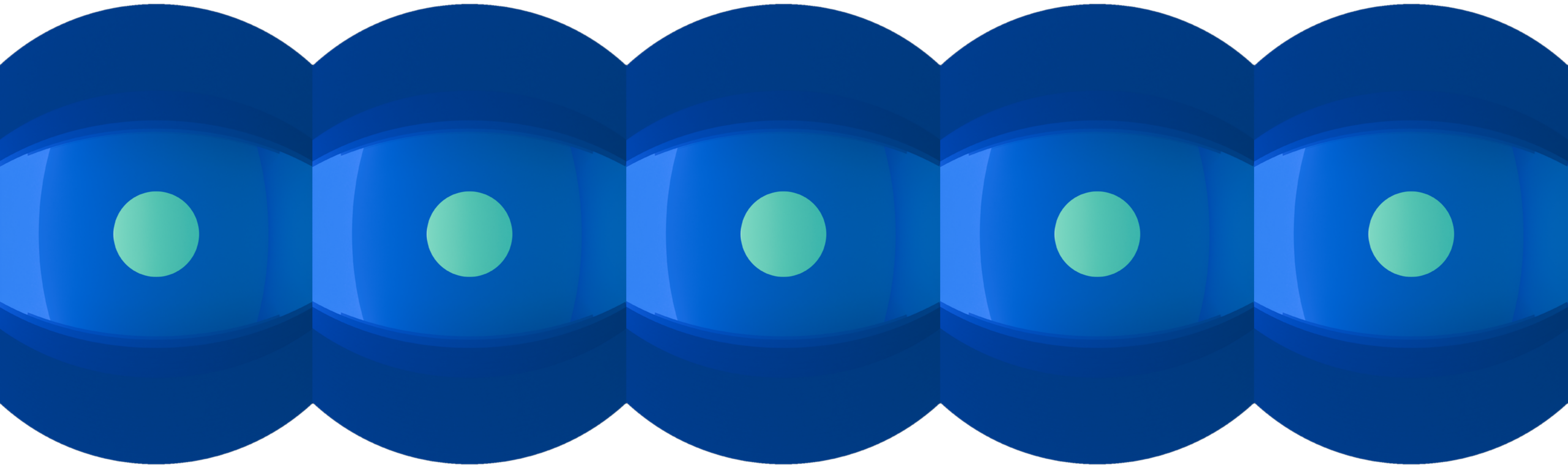
Iteration

I used a loop-by-loop effect, trying to show a sense of transition, in conjunction with the use of special lenses to see if I could produce an interesting visual effect.

Each attempt at structure required going back and re-adjusting the parameters of the lighting, which was both challenging and fun.

-4





New graphics can be obtained again by arranging and combining the graphics obtained after rendering, which is another iteration that can make sense of the graphics obtained from rendering.

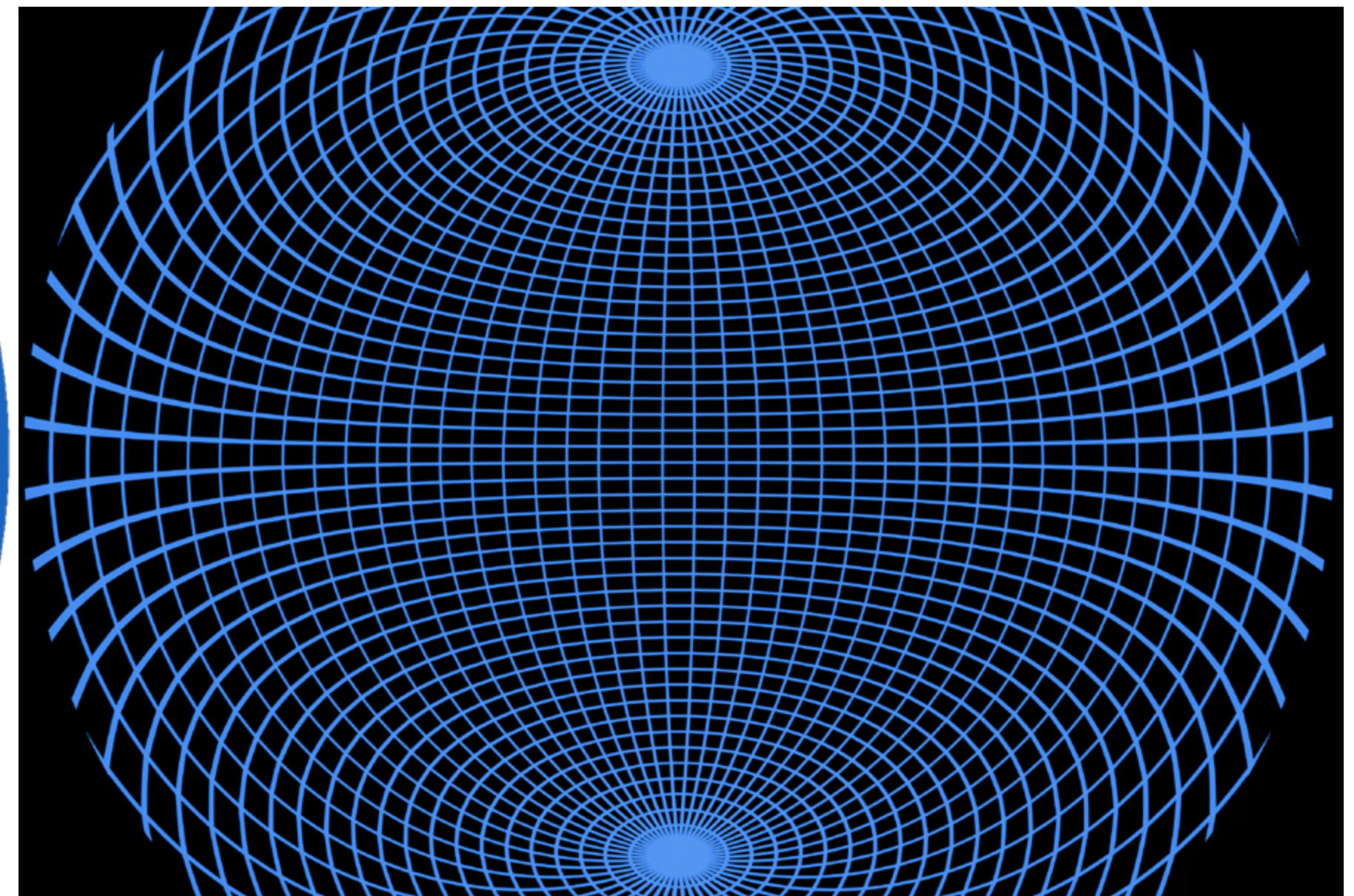
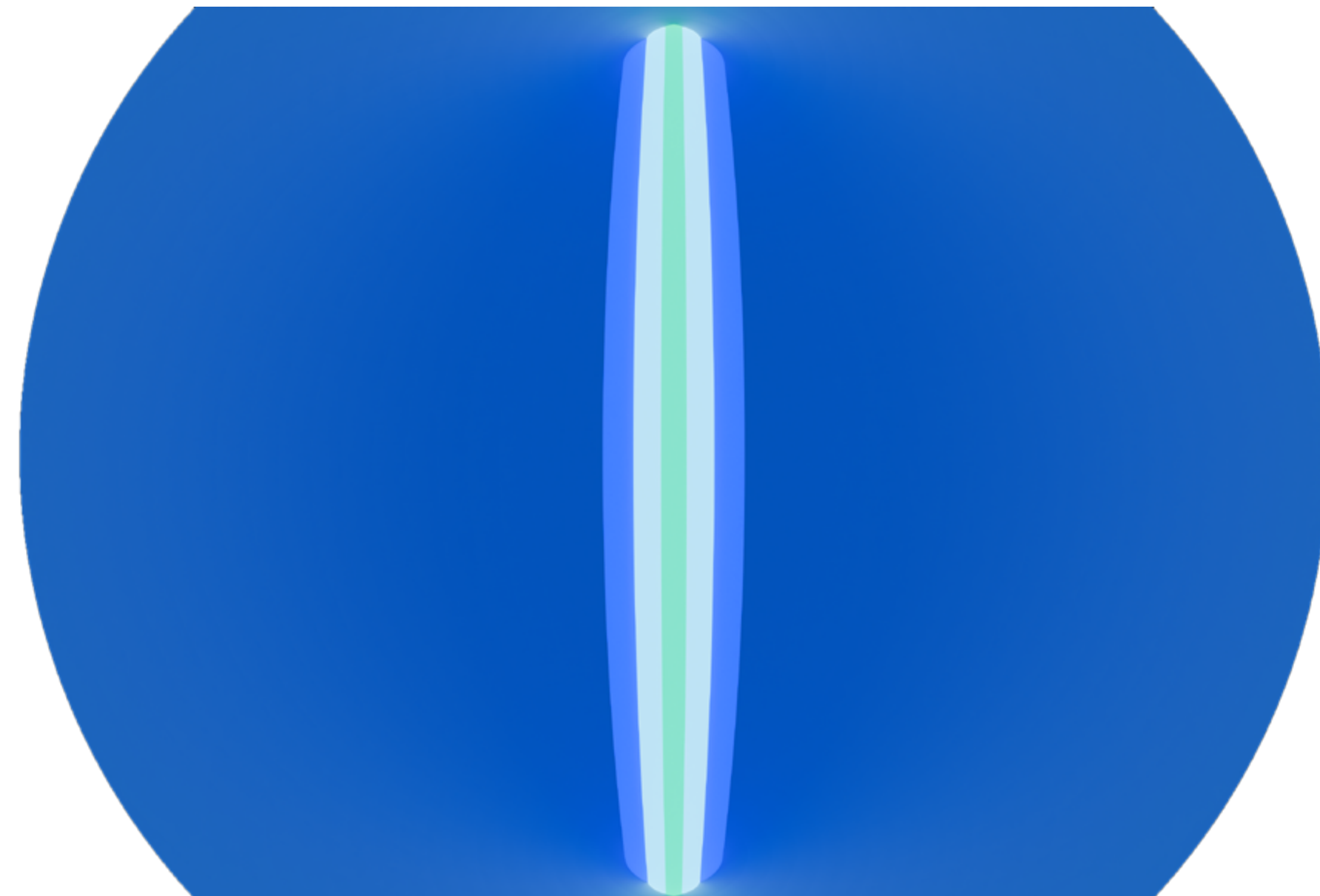
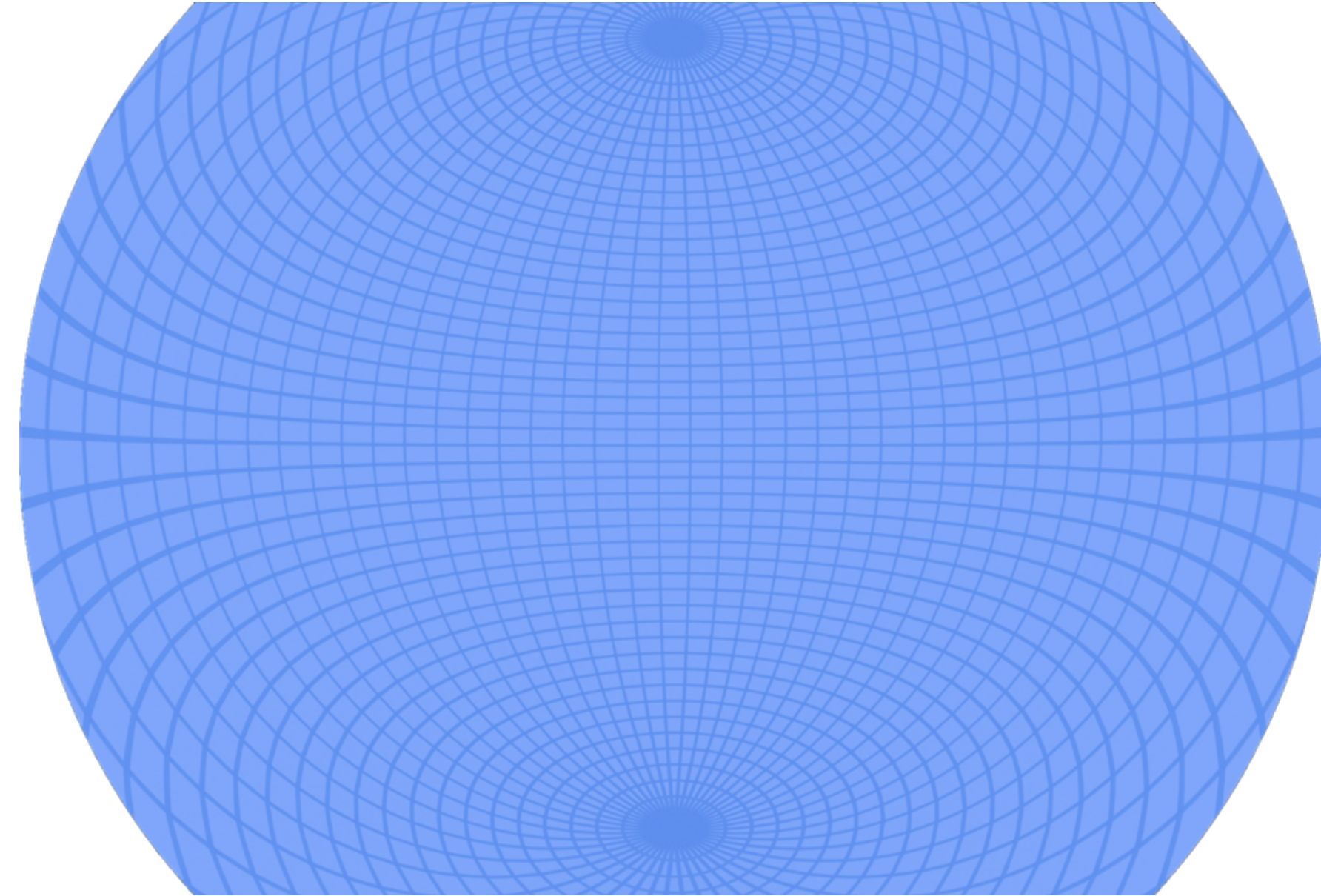
Iteration

-4

Iteration

-5

Finally, the sphere is used as an object, and he is cut and divided into a mesh structure, together with a special lens to show a feeling of latitude and longitude, like a world map, which is a kind of attempt.



Panoramic lens/
Fisheye lens-2