

#ref #incomplete

1 | Fractal time

sunglasses

1.1 | the plan

generate fractals using vectron convert meshes to volumes and then bool them with the fractal vectrons
can't do :((

1.2 | resources

- volume displacement using arnold
 - :(((really hard in default blender
- <https://github.com/thargor6/FFVectron>

1.3 | wishlist

- <https://www.machina-infinitum.com/vectron-boole> fractal backs and modifier
- cinema4d
 - <https://estore.onthehub.com/p/MaxonOne?&pr=true>
- octane render standalone + otoy liscence
- <https://www.youtube.com/watch?v=WL3DT1WZTpY> figure this out in blender :((