

Number: #4

Title of work: Typewriter

Designer: Junming He

Medium: Blender

Date of completion: January 2024

I modeled the typewriter in Blender and utilized UV mapping to add content to the paper. Additionally, I modeled a thermos and a simple box to create a room setting. How to adjust the camera is the valuable thing I learned from this project. For example, I learned how to manipulate the camera settings to focus more on the typewriter and less on the room

The project was inspired by "Alan Wake 2," a survival horror video game. The typewriter and the thermos are iconic elements within the game, easily identifiable by fans. Even for viewers unfamiliar with the game, they can also realize this is a supernatural scene because of the distant silhouette of a horror figure. Furthermore, the content on the paper includes an image that is irrational for an old-fashioned typewriter. Thus, I hope that regular viewers will notice this and read the content, leading them to understand that even the thermos is a supernatural object.

