Number: #3

Title of work: Jellyfish

Designer: Junming He

Medium: Blender

Date of completion: January 2024

I modeled the jellyfish using Blender. To achieve the lifelike movement of a jellyfish, I used Blender's 'Physics Properties' such as Turbulence, Wind, and Cloth simulation. It is one of the most important things I learned from this project, as it saved me a lot of time to refine the model's details. I believe it will greatly help me in my future animation projects. Another valuable lesson I learned was how to model simple water. I only modified the top of a cylinder to make it resemble the water in the cup. Undoubtedly, mastering various techniques for creating water effects in Blender will be useful for various projects in the future.

I hope the viewers are initially captivated by the colors, so I use a dark background. Then I want them to notice the combination of irrational and conflicting elements, such as the disparity in size between the cup and the jellyfish, the desert and the jellyfish.