

Number: #2

Title of work: Digital flower

Designer: Junming He

Medium: Blender

Date of completion: January 2024

I modeled the flower in Blender and utilized the shape keys function to animate the opening and closing of the petals. This was a valuable lesson I learned from this project, as I previously thought I had to use geometry nodes to achieve this. The digital effect on the flower comes from the texture. I used an 'add shader' node to combine the flower material with the matrix code effect. Then, I used UV mapping to adjust the direction of the code. As for the animation, I inserted keyframes in Blender and changed the interpolation mode to synchronize with the music.

The inspiration for this work came from a concert called 'GENESYS'. The artist is fond of blending natural elements with artificial intelligence. I want the viewer to experience the combination of music and 3D artwork. When the kick of the music hits, the flower blooms and shows its most beautiful state.

