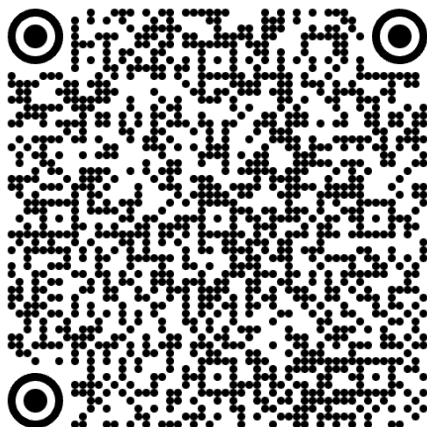
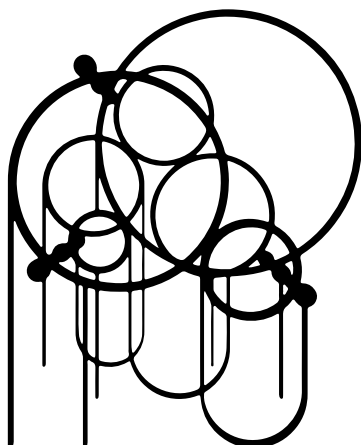
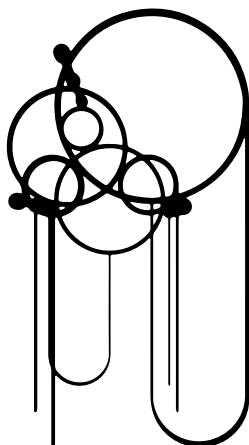
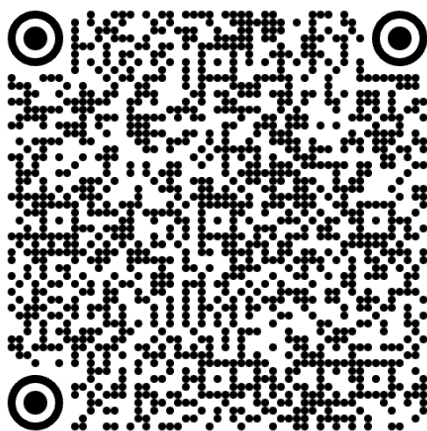
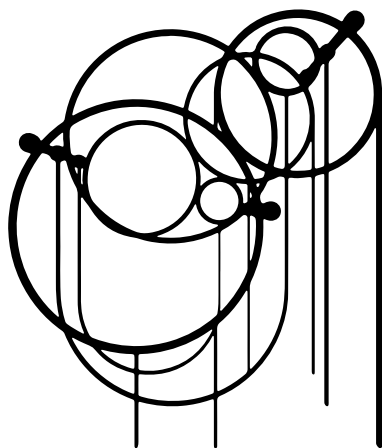


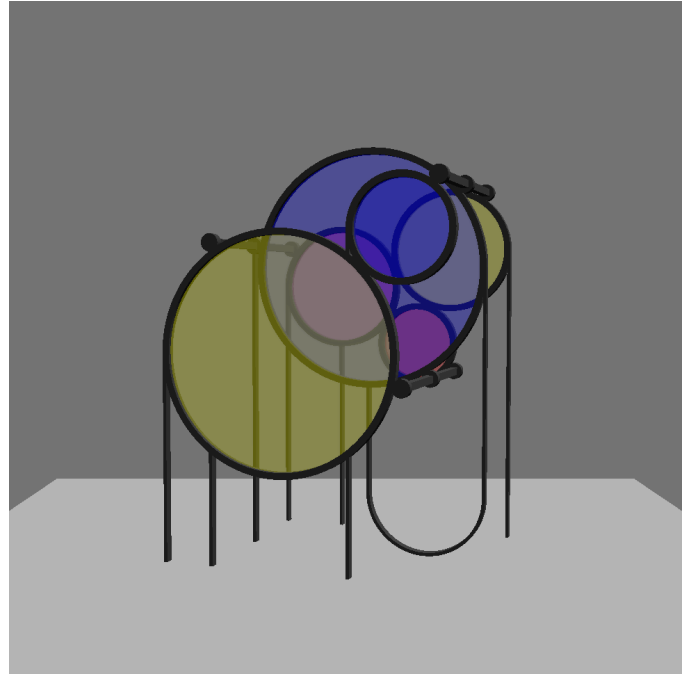
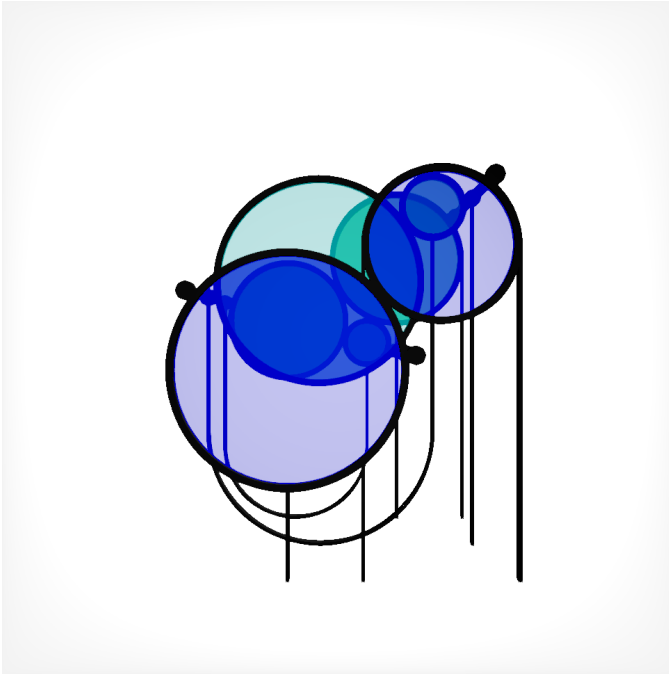
cycles

Works going to Erick.

Each of these 3 works are printed and assembled. Each is packed into a custom box with a sticker of the sculpture image and QR code that leads to the url.



Interface



Thank you for taking the time to match the aesthetic of the renders. It's very easy for me to follow the path from the testing stage (gray mockup space) to the final slow render white space. Thanks for including the Path Tracer example. The ambient occlusion will really pronounce that the works are standing on plane. I also think its an incredible way to observe the transparency of within each structure.

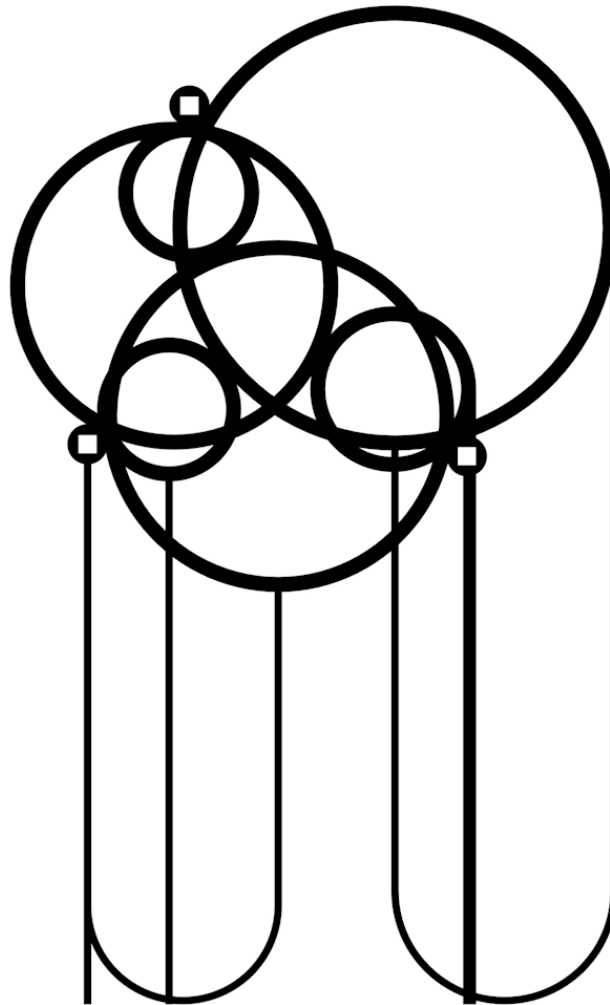
Is it possible to reinstate the slow rotation? The ability to read all sides and the uniqueness of each layer becomes easier to explain. I also think the pitch will be stronger as I can more clearly explain the future parameters we are considering

Let me know what you think.

Can you also let me know if a change like that was made, would it effect the composition of the seed url.

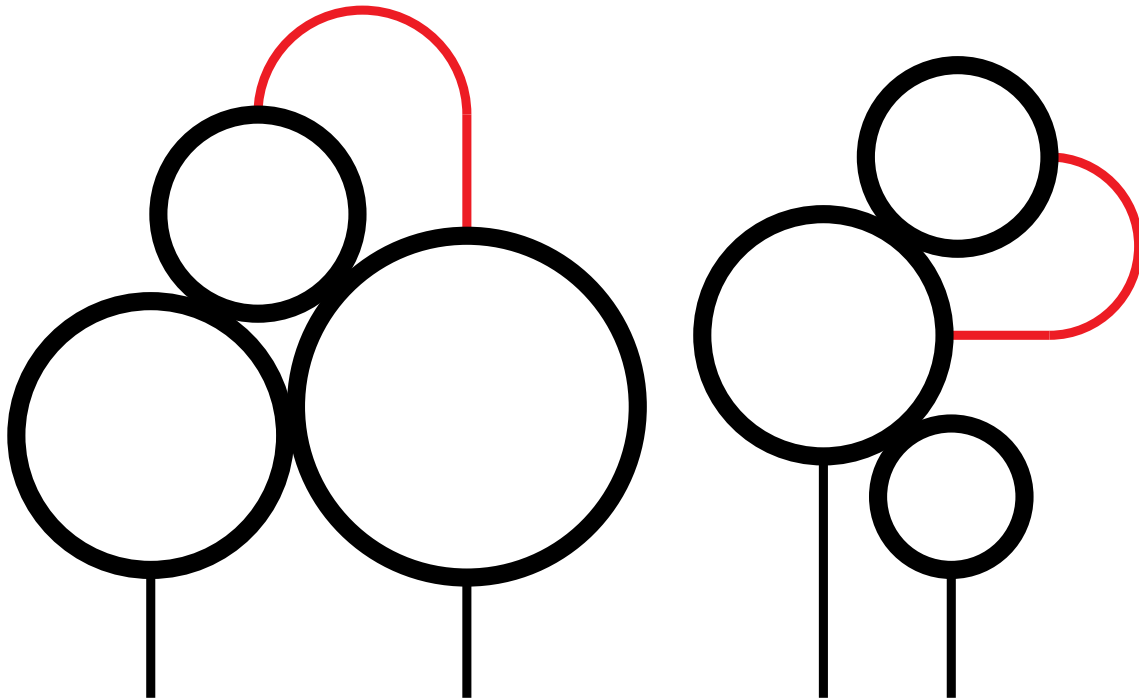
example. if you add the spin, does the seed url still produce the same composition?

Boolean

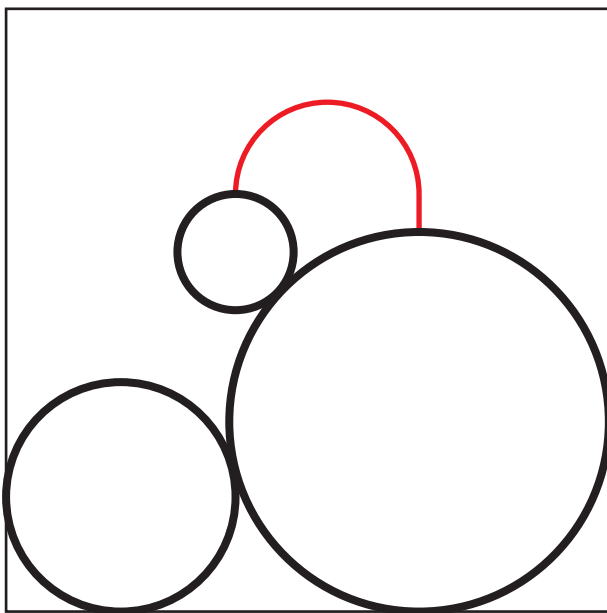


I've downloaded 100 (slow render) .stl sets. They were tested in the slicer without issue.
Well Done!!

POSSIBLE PARAMETER ADDITIONS ?



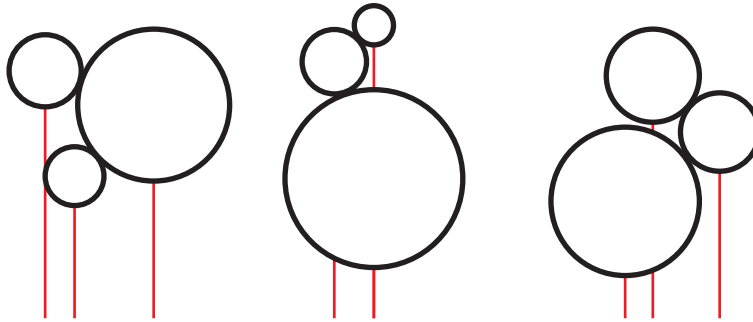
ARMS



or..

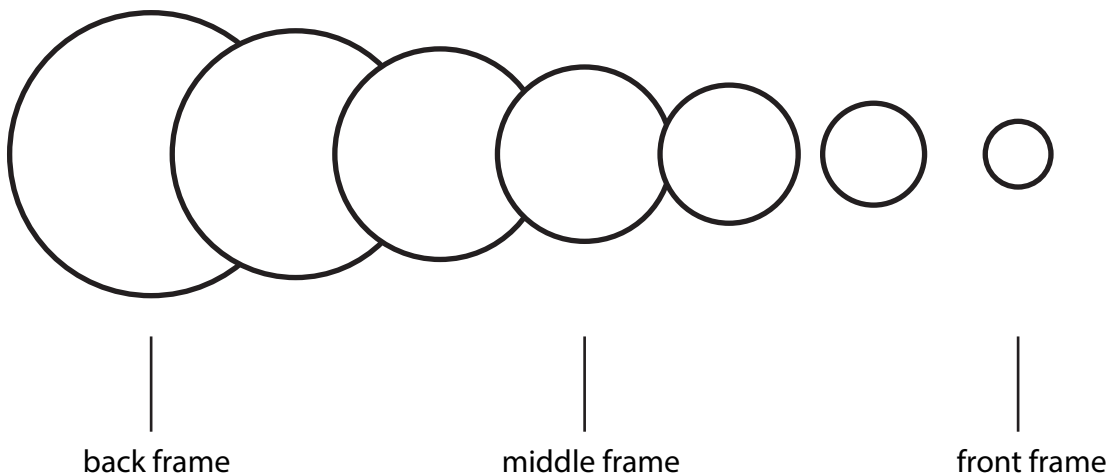
Create low probability of lens touching ground plane.
or a rule that removes the buffer that keeps the lens off the ground and is turned off for all 3 layers of an output. This would allow for more possible space and outcomes of the arms?

POSSIBLE PARAMETER ADDITIONS ?

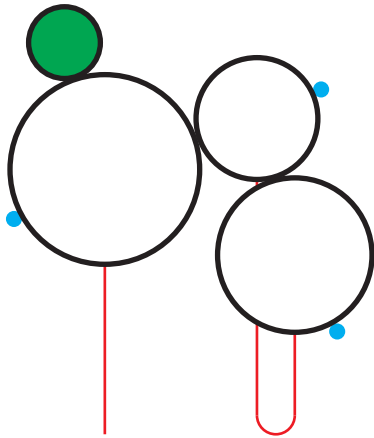


only center legs? Do we risk having many of them not being able to physically balance?

scale frame sizes? Largest frame dimensions on back frame. smallest parameters in front frame. This could increase the number of circles in the front frame, but could give these outputs a very unique look?

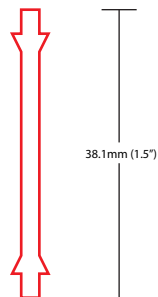


POSSIBLE PARAMETER ADDITIONS ?



● — Bubbles

We discussed this during our call last week.
Additional frames outside of the cluster.



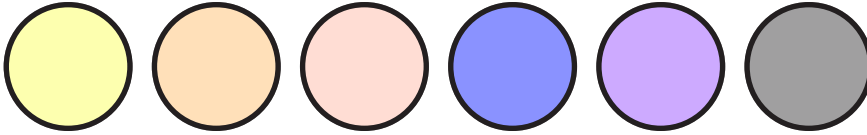
2 or 3 layers

I really liked your idea of having some of the
works restricted to just 2 layers

POSSIBLE PARAMETER ADDITIONS ?

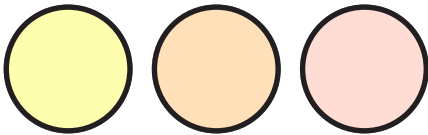
color palette

full range



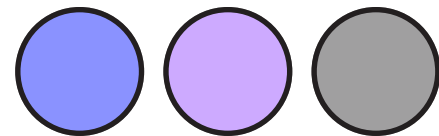
color palette

light value triad



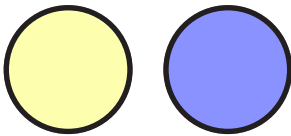
color palette

dark value triad



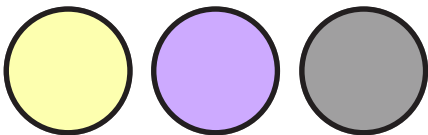
color palette

yellow + blue only. producing clear color mixing to produce a green value.



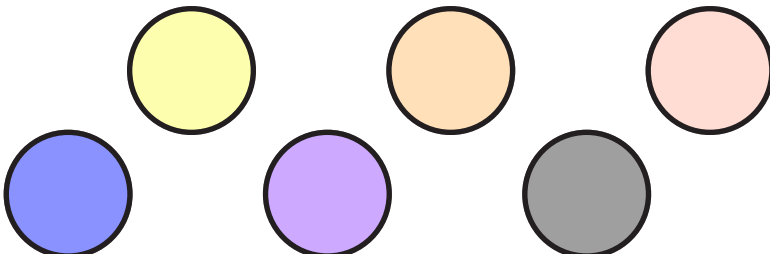
color palette

unique triad

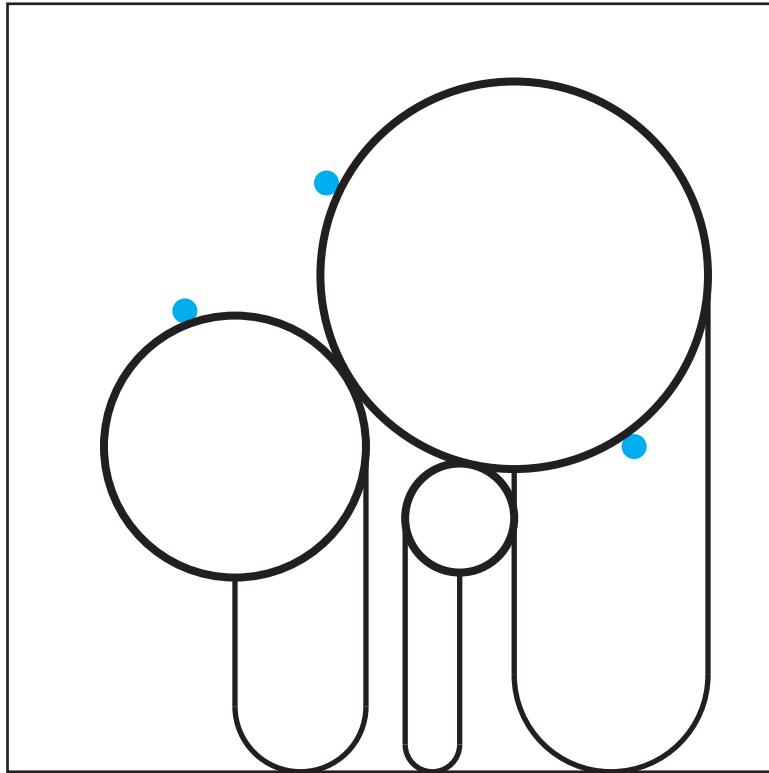


color palette

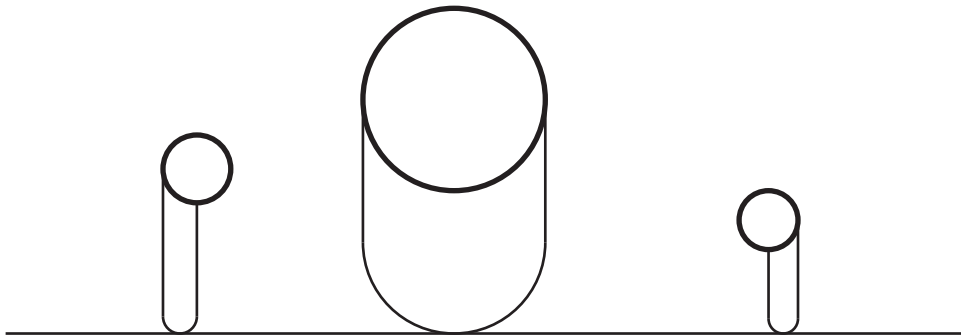
Monochromes. A single sculpture restricted to a single value.



POSSIBLE PARAMETER ADDITIONS ?

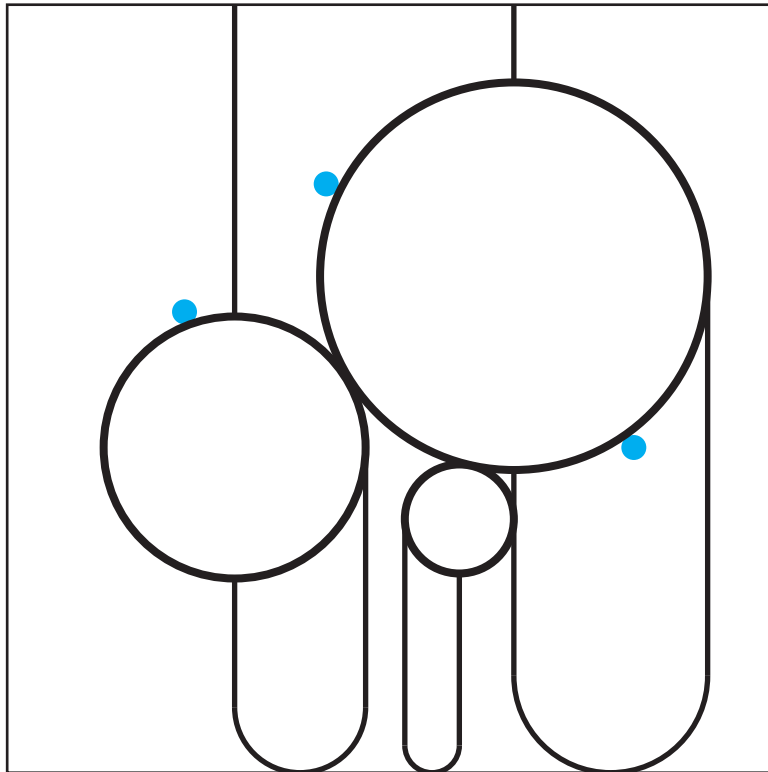


Self Returning Leg- A new leg that would only grow and return to a single frame.



grow from left, return to center.
grow from the left return to the right.
grow from center return to right.

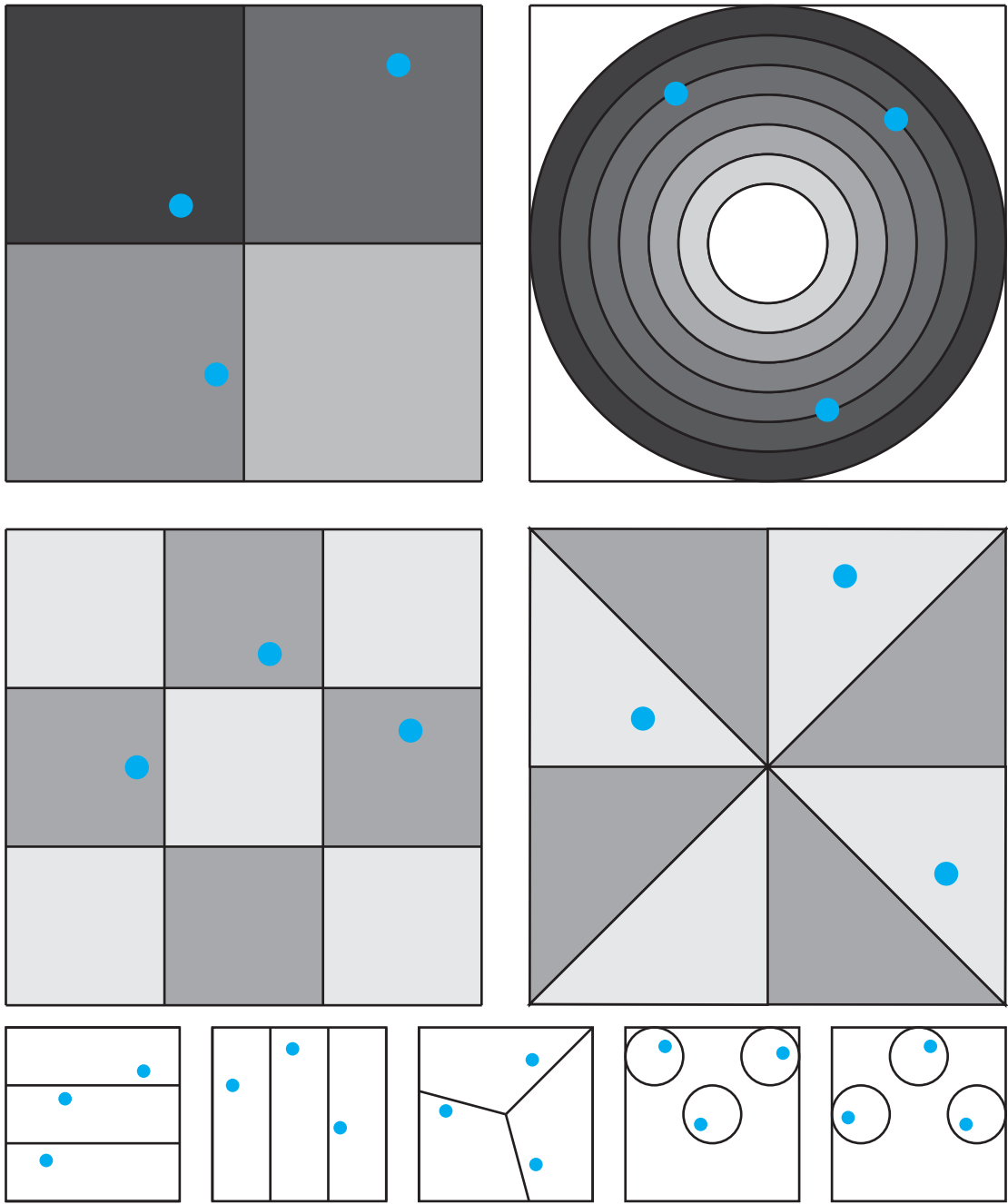
POSSIBLE PARAMETER ADDITIONS ?



vertical arms?

No structural utility, but immediate compositional shift. The vertical lines naturally move the eyes upward, suggesting that the sculpture is occupying a larger space.

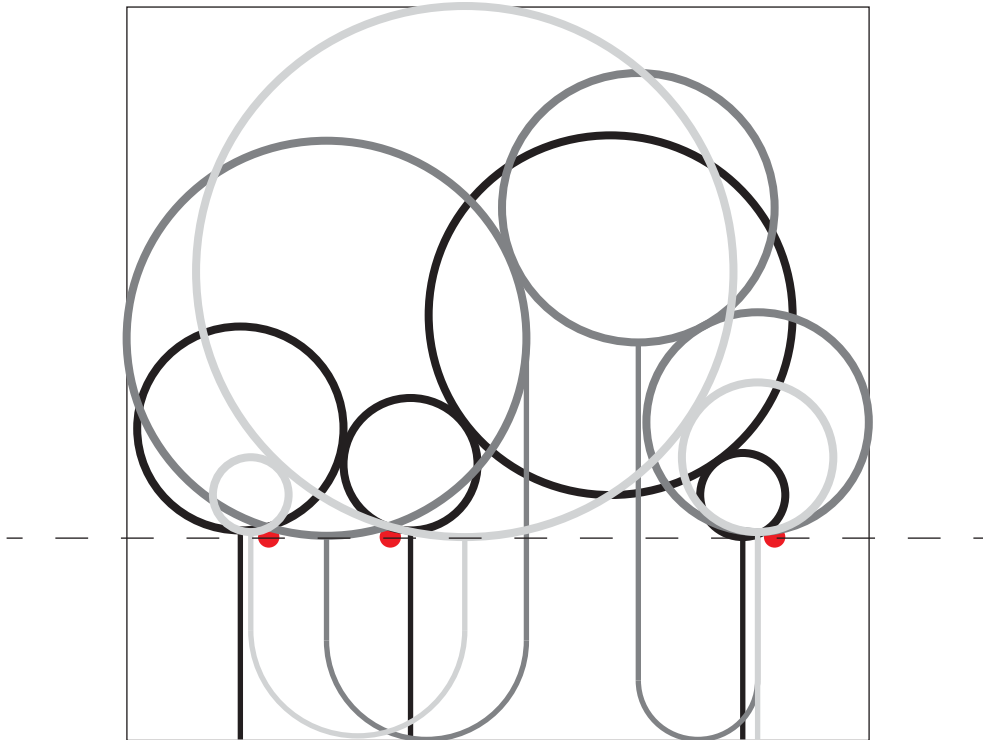
POSSIBLE PARAMETER ADDITIONS ?



ZONES

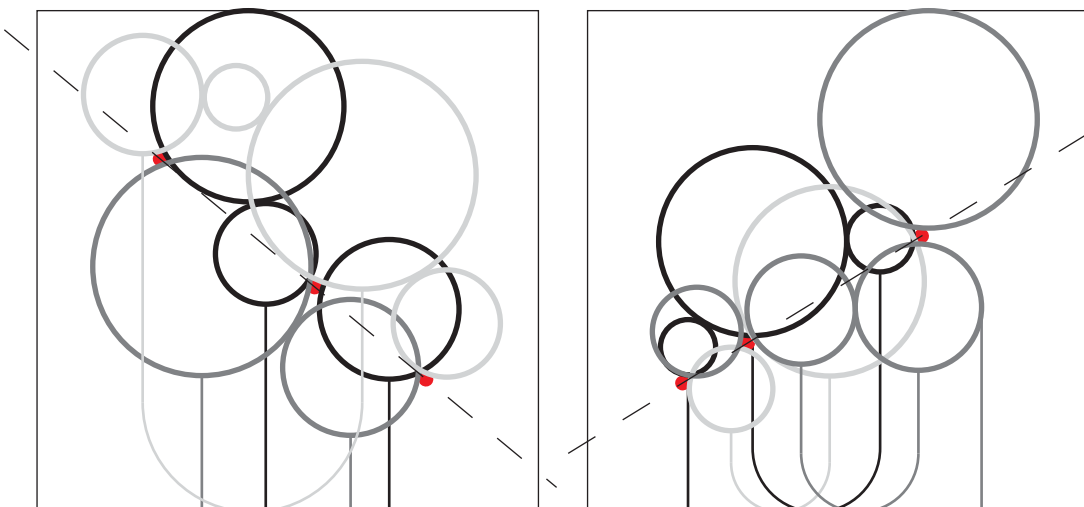
Possibilities are endless, trying to consider what would best produce distinct looks.

POSSIBLE PARAMETER ADDITIONS ?



ABOVE THE LINE

I understand that the solve is nearly impossible if the anchor points are positioned along a straight line. But, you planted a seed during our call on Wednesday, and for entertainment value, I wanted to see how this would effect the overall composition.



POSSIBLE PARAMETER ADDITIONS ?

DEFINITIONS

CONSTELLATION - Triad of 3 anchor points.

FRAME - Circle containing colored lens

SQUARE DOWEL - 3" or 1.5" spacer used to connect each of the layers.

SPAN -

LEG -

ARM -

BUBBLES -

ZONE -