

Natalie Bellido

Art 107, Section: 1

April 9, 2020

Creative Practice #2: Documentation and Research

This creative practice was definitely a lot more work than the previous version. I decided to challenge myself by adding nice scenery for the background and fixing my butterfly model. I looked up a lot of videos on how I could make more butterflies without overloading my laptop and ended up finding a method using particles and a curve! Since I wasn't too happy with my butterfly model, I actually ended up just remaking it and also playing with some nodes that change color of texture! I went back and edited the texture to only have the wing part. I made the center of the body in Blender a solid material and formed the wings following the pattern that I had drawn before by using planes. The ending result looked way better than my previous version and looked a little more realistic due to adding in the round body! Instead of shape keys, I made bones and animated them since I realized that making it cyclic would be a lot more simple than copying and pasting (the previous method wouldn't loop for some reason so that had been my way around it). While searching up butterfly videos, I also made sure to look up some nice tutorials on how to make a grassy area. I was pretty successful on my first version of the grass and I even got a little wind simulation to help it sway around and give it some life. Unfortunately, that success would soon be tossed away during my next challenge when I had the crazy idea to make water with a reflection of a setting sun...

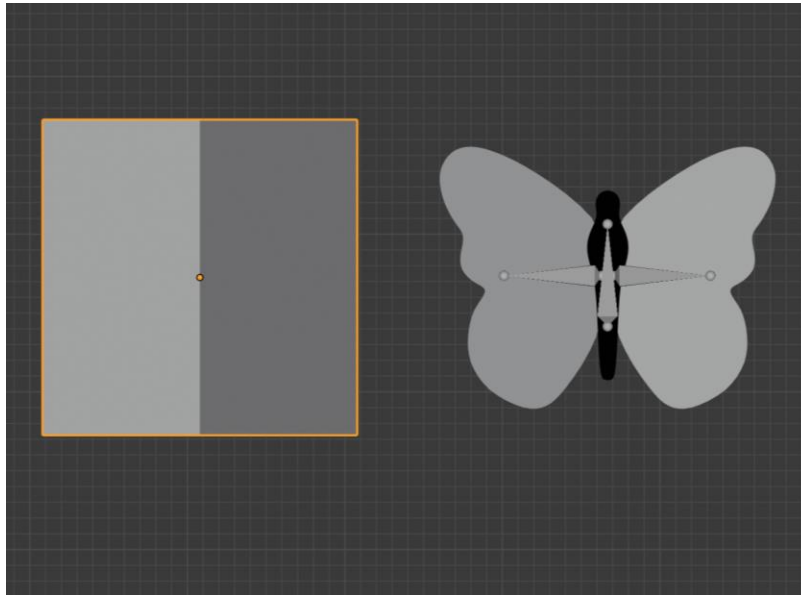
Sadly, after watching several videos of beautiful scenery in Blender involving water and light, I had the urge to add some to my project. I had been using an older version of Blender to

make the butterflies and grass and after trying to follow tutorials on how to make something similar, I couldn't find the options that creators were using to add a nice effects to their scenery in my version of Blender. I ended up searching up information about how I could get the same look as the tutorials and found out it was something new called Eevee Rendering Engine that was added to a newer version of Blender. I had heard of all the changes to the look of the program in newer version as well, so it had always scared me away from trying to learn it, but I really wanted that nice scenery...

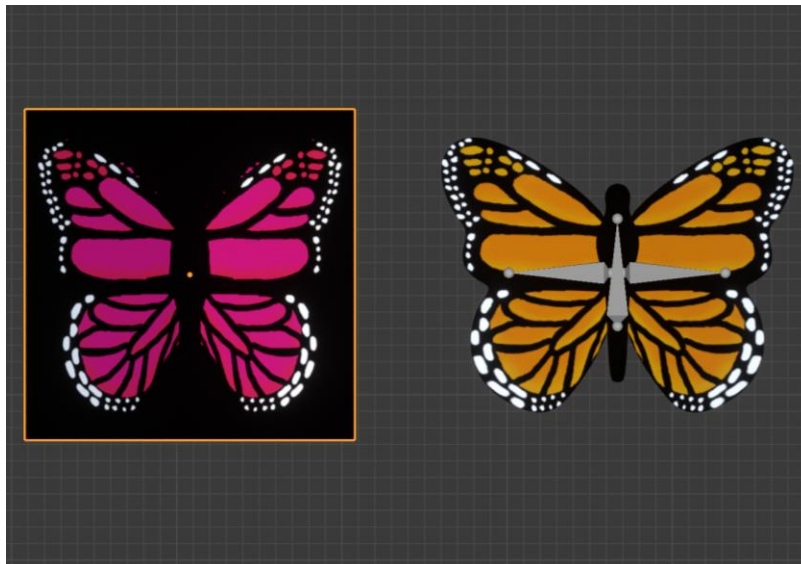
So I ended up downloading the new version and tried to complete my project using it! It took a long time to learn where I could find everything I needed since there were a lot of changes to where things were located... My Blender program also crashed about five times while I was working before I realized that my computer just couldn't handle all the things I added for some reason. After experimenting with deleting and tweaking some things, I realized that the only way I could get it looking close enough like I wanted without crashing was to get rid of the wind simulation and settle with grass that doesn't move. In the end I think that it still looks really good and I really like how it turns out. Even though I struggled a lot with this version of my butterfly project, I think that the ending result was definitely worth it!

Butterfly Model Version #1 and #2 Comparison:

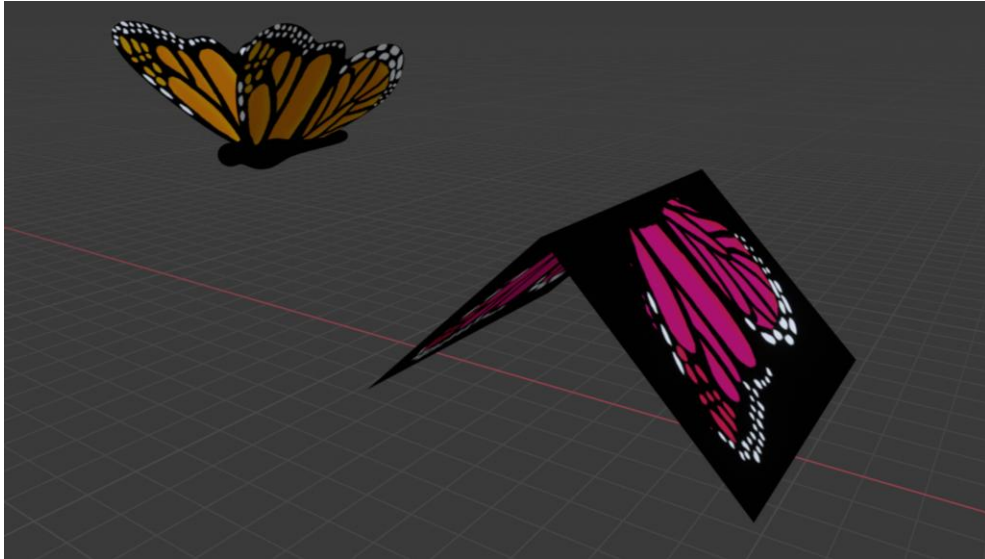
Without Texture:



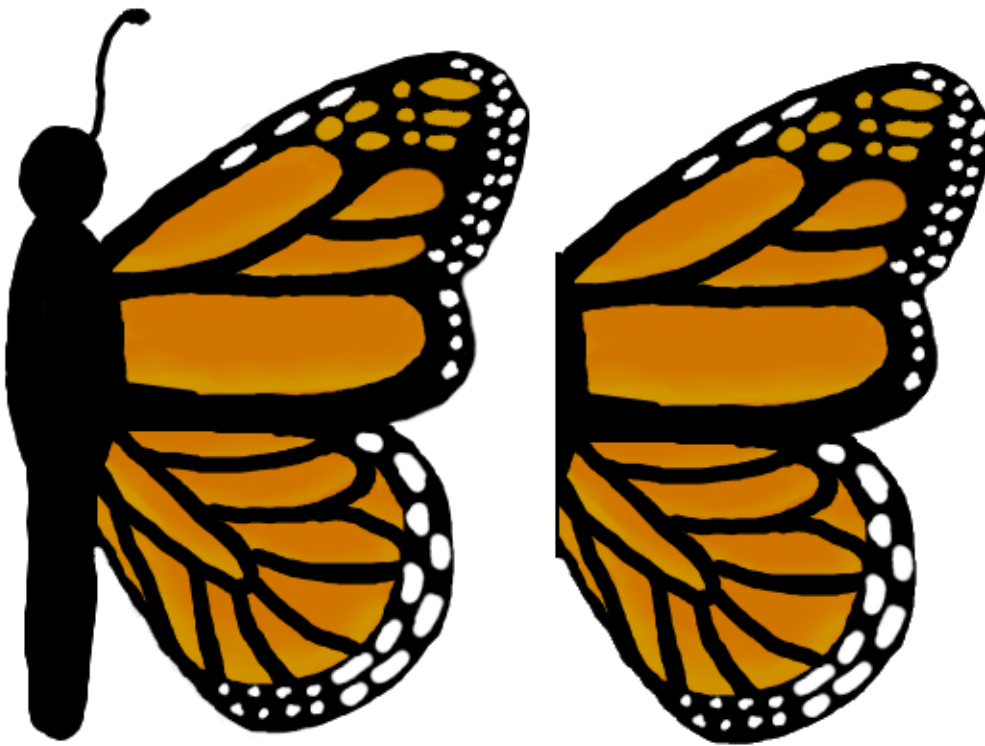
With Texture:



Different Angle for Model Comparison:

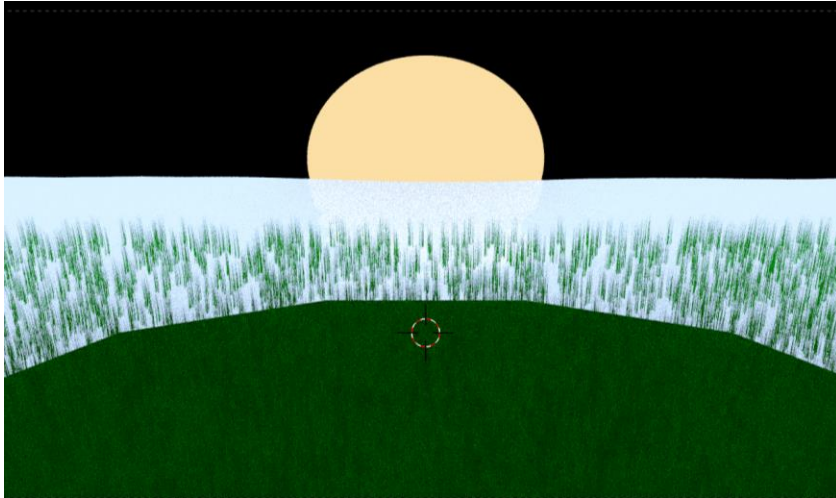


Old Texture and New Texture Comparison:

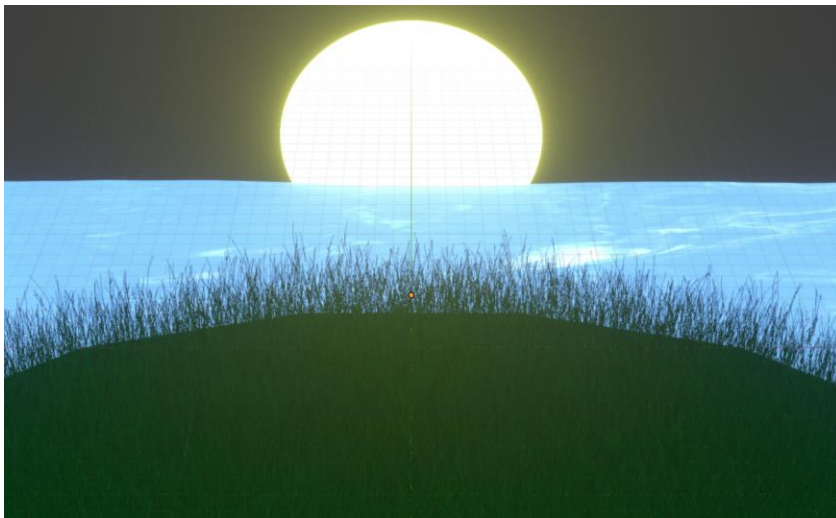


Scenery w/ Older Blender and Scenery w/ Newer Blender Comparison:

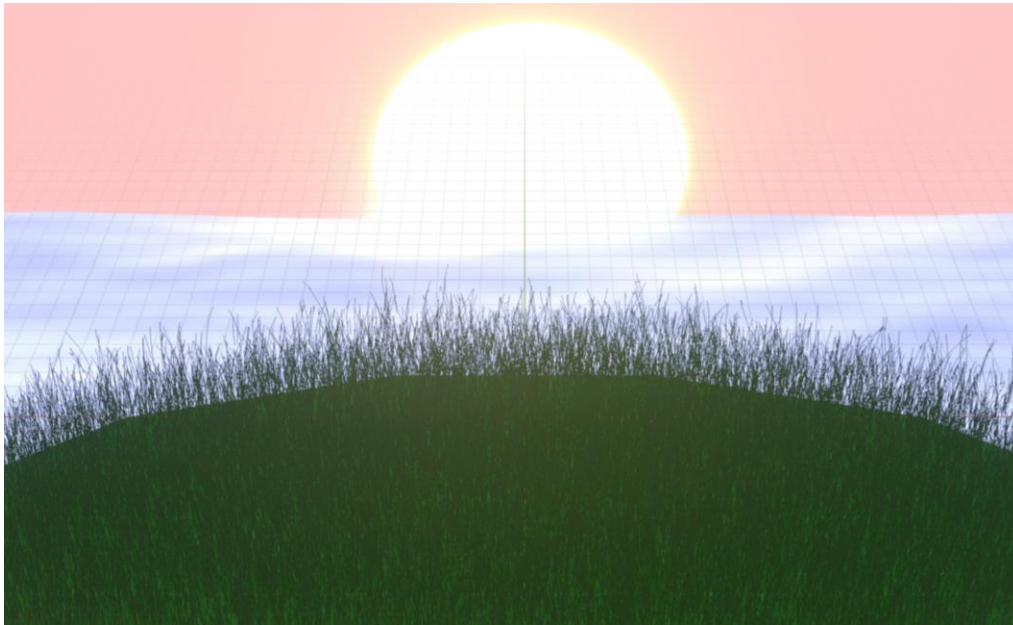
Older Blender:



Newer Blender:



Screenshots of Final Version in Newer Blender (Frame 1 and 408):



Link to the Youtube Video: <https://youtu.be/tgKr0KcDuaQ>

Links from research and resources:

- How to make many butterflies flying together:
 - <https://youtu.be/dhV T UTxt8>
- How to make grass with wind simulator:
 - <https://www.youtube.com/watch?v=9jOKiP1k2Gg>
- Different method on how to make grass:
 - <https://www.youtube.com/watch?v=27IY1JJ4G8o>
- Interesting video about material nodes:
 - <https://www.youtube.com/watch?v=cQ0qtcSymDI>
- Video I randomly watered about water that made me want to add water:
 - <https://www.youtube.com/watch?v=xIxUZpRk4Ac>
- How to make sunset with water:
 - <https://www.youtube.com/watch?v=4KwWkcC9Znc>