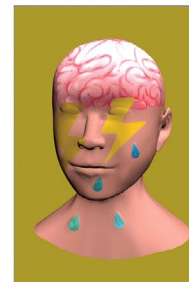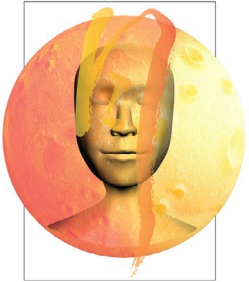# Myself: a 14-line poem

Case Study

We are all part of the nature.
But what are we in natrue?

Myself
a 14-line poem

Yiqi Chang

We are all part of the nature. But what are we in nature?
风花雪月
和它们的衍生物

Project Description

"Myself: a 14-line poem" is a 3D modeling and texture projection design project utilizing Maya and Mudbox.

I sculptured a 3D model based on my head and designed the texture projection so that the model can convey something special about "me".

There is a famous idiom in Chinese called "风花雪月"(which can be translated literally to wind, flower, snow, and moon) to describe four representative scenery in my hometown--Yunnan Province. I, therefore, are inspired to use these four images to represent my identity. I divided the 14 projection models into 4 categories responding to four scenery accordingly.
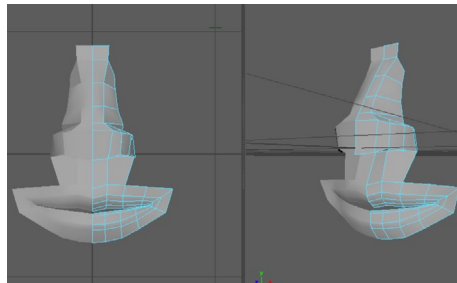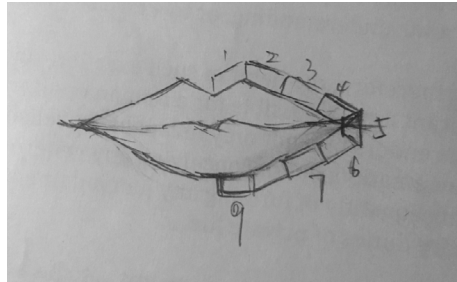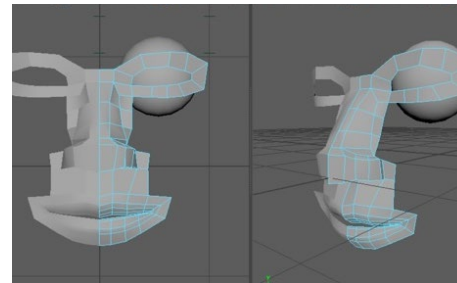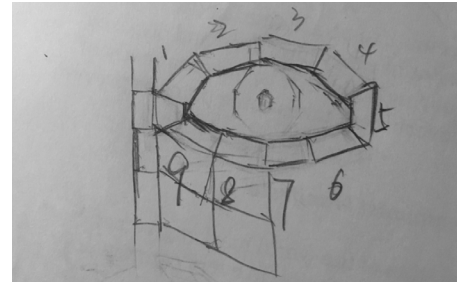
风花雪月
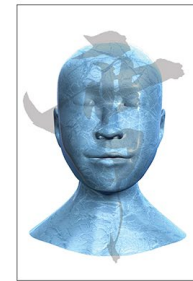
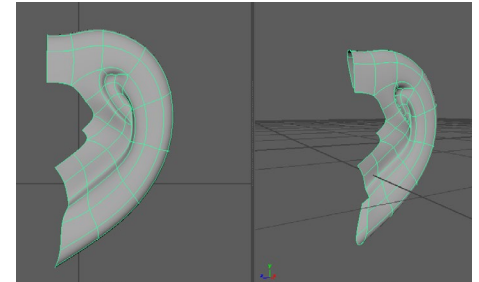# Process--3D Modeling
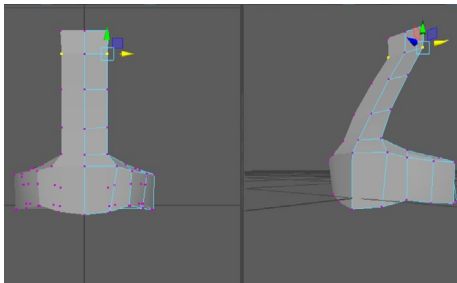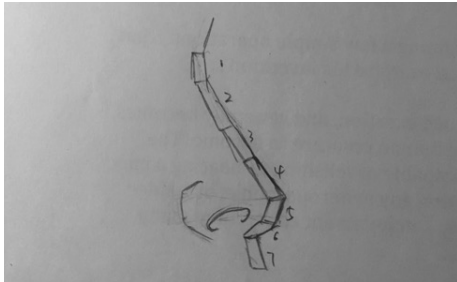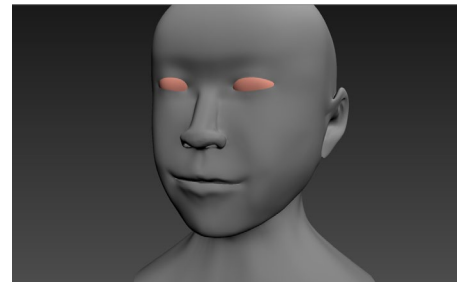
Nose	Mouse	Eye	Ear
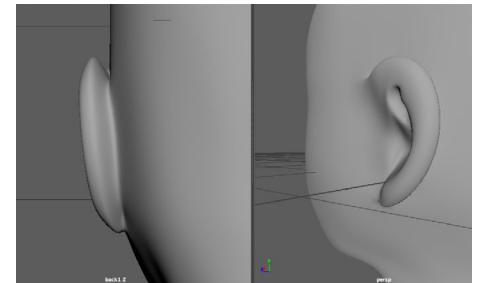
Final Version
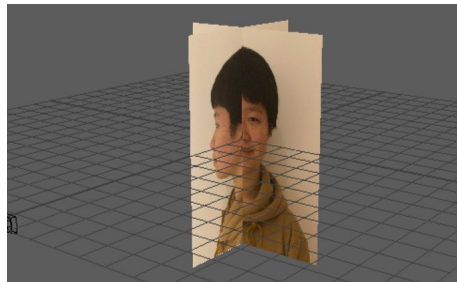
Process--Texture Projection

For the wind category, I used four different natural weather elements.

Wind -- Wind

I struggled a lot about how to embody wind as a dynamic element in a static way. The approach I decided to take was combining it with sand to present its fluidity.

Wind -- Mist

Mist, as it is often associated with the mountain, I treated my head model as a mountain and sculptured an additional layer on it to project mist.

Wind -- Lightning

I was inspired by the idea of using my brain as the cloud and then present lightning along with raindrops.

Wind -- Rainbow

Rainbow was the easiest one, I decided to simply project the image on the head model as a bold statement of my identity.

Process--Texture Projection
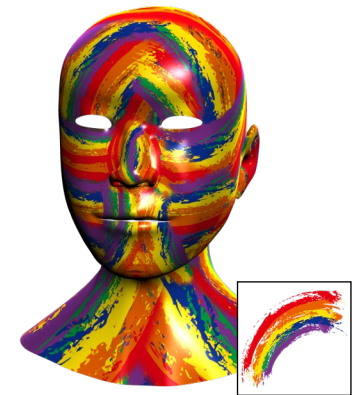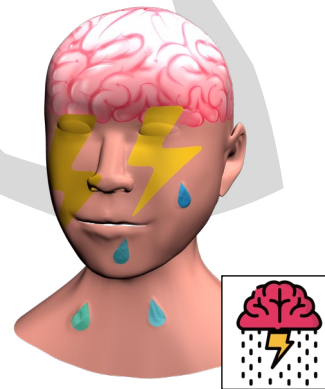
For the flower category, I used four different kinds of flowers and had experiments of combining flowers with sugar-skull.

Flower -- Camellia

I chose camellia because it is one of the most famous varieties of flowers in China and it is also the "city flower" of Kunming, which is my hometown. I deliberately adjusted the material so that the head model looks more fragile and vase-like.

Flower -- Magnolia

Magnolia, or "Yulan", is the city flower of Shanghai, the city I currently live in.

Flower -- Peony/Rose

I am a fan of sugar-skull since I was a kid. I think it is a truly fascinating pattern so I explored how to combine it with the flower theme. I sculptured the curve lines of sugar-skull directly on my face and then attached the flower image on my eyes to recreate a sugar-skull of my own.
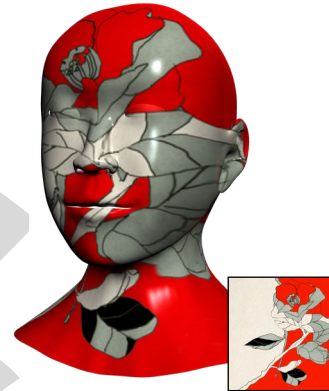
Process--Texture Projection

For the snow category, I used snow-ice, fire, and soil as they all belong to the fundamental natural elements in the Chinese "Wuxing"(Five Elements) theory.

Snow -- Ice
Since ice itself is a reflective material, apart from projecting the image on the head model, I also adjusted the material to make the head model looks more ice-like.

Snow -- Fire
To better display the dynamicity of fire, I sculptured another layer on the top of my head representing the flame.

Snow -- Soil
For soil, I thought the ideal way to present it is by making the crack effects. Thus, apart from projecting images, I also sculptured directly on my face following the image reference so that the cracks look more real.
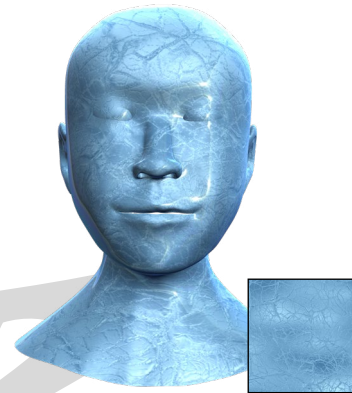
Process--Texture Projection

For the moon category, I used three different planets--moon, earth, and Saturn.

Moon -- Moon
Moon is a mysterious symbol in traditional Chinese perceptions and there are lots of myths about goddess living in the moon. Thus, I tried to deify the head model by adding another circular shape to convey the idea of a goddess-like character.

Moon -- Earth
Apart from projecting the earth's image, I also used two suns attaching on the eyes to show the idea of how the sun is important to the earth just as how eyes are critical to human beings.

Moon -- Saturn
I added another ring shape surrounding the head model to better follow the characteristic of Saturn.