

3D modeling and I

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Originally I have been interested in the field of VFX, particularly VFX used in film and/or drama, just because the real world is much more attractive to me than animation or cartoons. I love to observe people in everyday life; how they move, communicate with each other, etc. Since film is mostly about the real world, it looks more familiar and fascinating.



It may not make much sense when I say that my fascination with the real world has led to an interest in VFX, because VFX is a kind of illusion. However it's not just an illusion but something helps people to feel reality. It becomes more clear when we consider 3D artworks in the VFX field. Those artworks are virtual things that don't actually exist in the real world, but look just as real as the environment surrounding us. Often it's even more realistic than the real world itself. For me, that was the point. What art does is that it evokes feelings. It doesn't matter what kind of feeling -good or bad-. It is a kind of persuasion that enables artists to share their feelings with the audience. In this respect, VFX, especially 3D effects, is a very effective way of persuasion, because it tricks people into thinking that what they are watching is actually real. It means persuasion with VFX may be much easier than not using these kind of effects. Also, we can exceed the limit of visual expression by using VFX. Today we can find it in almost every film and TV show being made. It has already been widely used in the familiar name of 'CG'.

Animation is an extremely free way of expression. It's possible to literally create a whole new world from scratch. Things that are not particularly realistic can be created easily with animation, and those unrealistic aspects are usually what makes animations quite fantastic. I know that story is very important, but personally



I'd like to concentrate on visually appealing things and evoking all kinds of feelings with those images. To me, visual points are much more impressive than any other points. For instance, I loved <Rise of the guardians>

because of its fantastic graphic, especially that of the character Sandman. That's when I recognized how graphic-usually 3D-can affect the audience in a whole different, better way than the real world.