

# The Things I Want to Design

Art & Technology 2 (20121153)  
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## 1. Well-known 2D Characters in 3D



Homer Simpson transforming from 2D to 3D (1995)



ANTZ by Dreamworks (Left) A Bug's Life by Pixar (Right)

The same bugs movie, but for me the right one is more naturally (?) presented in 3D for me. They taught me that detailed expression (Color, texture, and human-like level) is very important.

Originally, I had hostility to unsmooth 3D characters for quite a long time. There are certain characters that are better looking in 2D than 3D; Typically, the Simpsons, characters of Ghibli, Disney, and so on. (I loathed the 3D version of Homer in an episode in the past. 3D world made the Simpsons sluggish and boring) Unnatural silhouettes and lighting just took interest away and I thought 'why people use this useless techniques?'.

However, the time is passed, the software became so effective, and the companies don't try transformation from 2D to 3D thoughtlessly anymore. Therefore, I want to improve my character modeling skill with already successful 2D characters because I don't have much skill to design original 3D characters. The models would help me to understand character design also.

## 2. Public Communication Model Simulation



Sample models made by Google SketchUp

I'm interested in public communication model with high technology these days. It's like the developed, safe, and society-oriented tool for sharing, communicating, and archiving beyond web network. Even the plan can be given up, I want to contribute public design with technology. The reason why I took this class is to make lifelike simulation models when I plan. Therefore, I hope to make models without the help from Aftereffect. I took a Google SketchUp class once before, and I was very surprised from the users' utilization of the application. I expect the same or more utilization and sources in Maya. I want to simulate my own model use animation video with original characters and backgrounds.