

My Still Life: *Containing a Message*

Surfing on the Internet under the keyword 'still life', I found two interesting pieces of work by Kim Preston, who introduces herself as a creative digital designer:



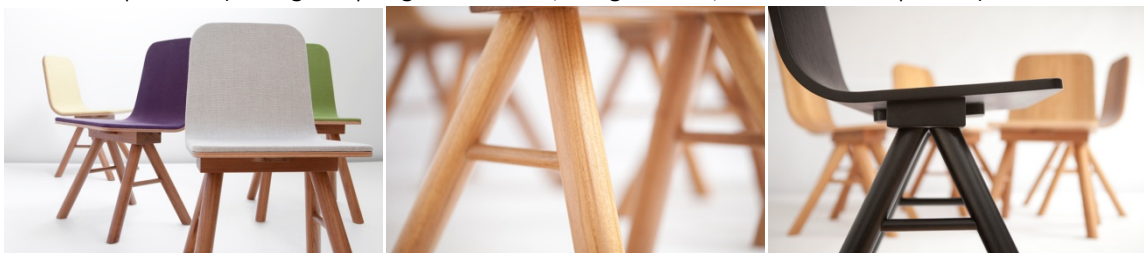
These are the photos she took in the concept of still life. What caught my eyes was that it is different from the still lives I have ever seen: it contains a message; it represents our reality in the traditional art form. We often see in modern days fruits spread over the table, rather than set neat on the table in consequence of busy life. Sometimes they are not pulled out of the container in which it was sold, and they are not got rid of their marks, often stickers saying 'Del Monte'. These still-life photos were not paintings to develop someone's painting skills, but they were pieces of art adopting the form of paintings in a modern way, that is, photography, and also giving some messages in it. So I decided to follow those Kim Preston's principles: in a modern way (3D Modeling), give a message ("Minimal around the electronic devices.").

The method and purpose have got clear, so I chose some elements to put in my still life shot: a smart phone, a headset, and a laptop. Very simple without anything to eat. As we usually do, the laptop is put in the center with a headset and a smart phone on each side. I skipped to include references for these.

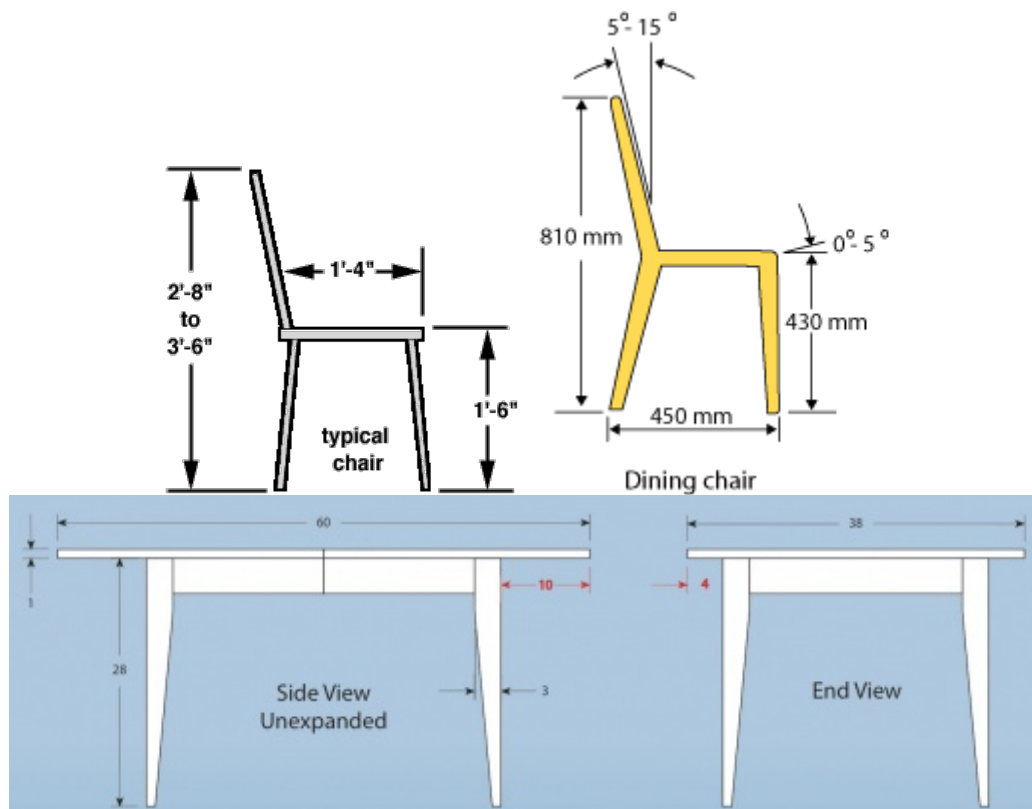
And now for the most basic elements, table and chair:



Here the chair "introduces their line of natural wood furniture" and "attention is given to the connections of the different components, using simple geometries"(Designboom). To be more specific, I referred to these:

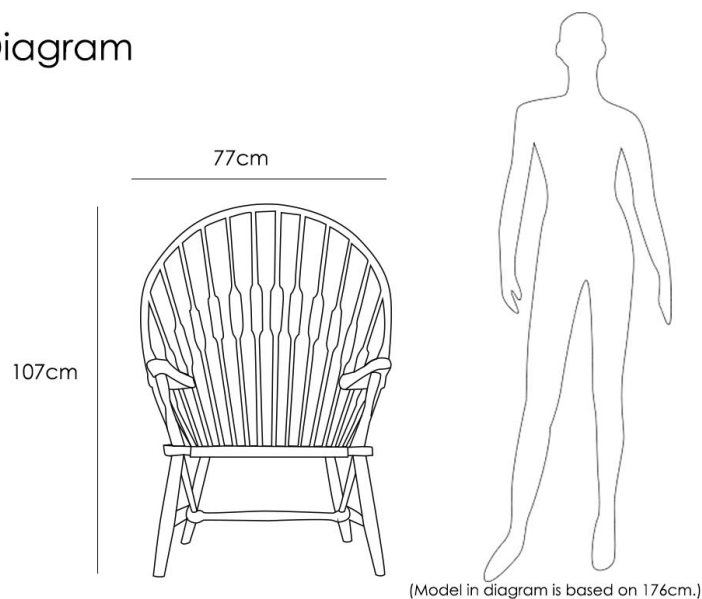


And for the proportions, I have found four important things:

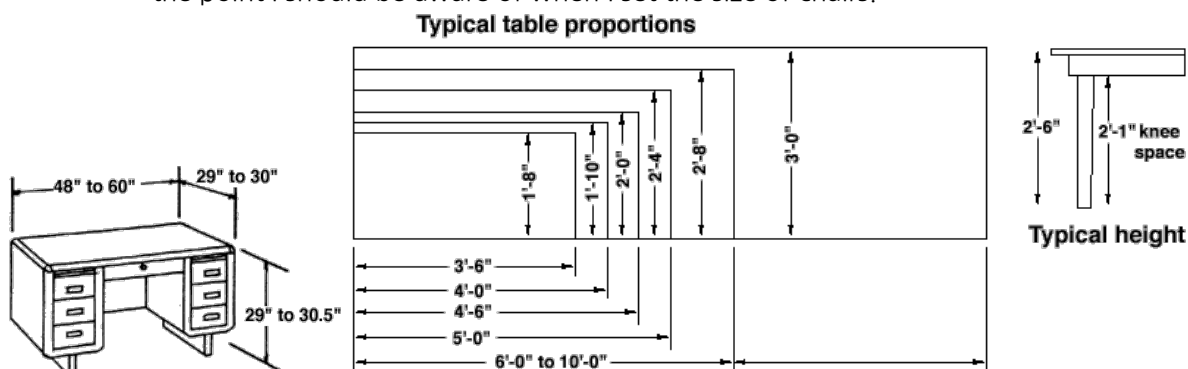


- Both sides must be weighed same. For the first and second example, not only could I get the approximate proportion of the height and width, but I also could see that both sides are balanced by the upper or bottom counterparts. For the third, I saw the similar thing: both legs are balanced at some points by straightening single faces of legs.

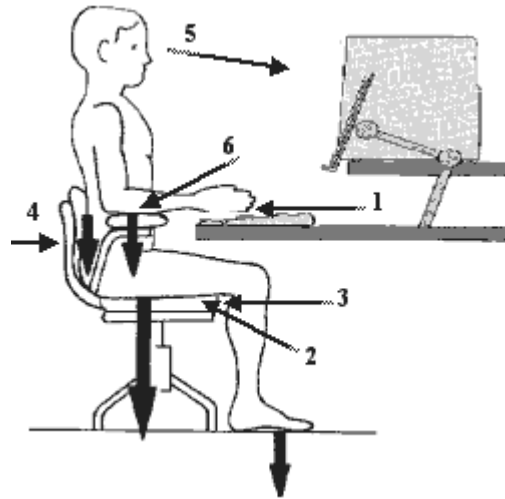
Proportion Diagram



- A chair also must be designed to fit “people”. It has to consider the average height of people. This is the point I should be aware of when I set the size of chairs.



3. A table also has its typical proportions and height for people.



4. Finally, I referred to this last example to incorporate the chair and table. The article with this picture was explaining lots of measures, but these are what I selected for my modeling: the distance between chair and desk and the gap between the thigh and the table.

Then lastly before I started modeling the still life, I read “The secret of good composition” by Will Kemp. It says not to “make any two things the same” and the rule of thirds. To be more specific, the rules are so:

1. *Divide your page horizontally into 3.*
2. *Decide whether to have your horizon on the top third or the bottom third (the bottom third is always easier to balance, it helps to make the sky look vast and imposing).*
3. *Split the vertical into thirds.*
4. *Align areas of focus at the intersection between the lines.*
5. *Marvel at your genius.*



Based on these references, I started my still life work, and I attach the files in the format of image and maya binary.