

Assignment #1: At least one image with caption and text about a short research on the 3D modeling work which you want to make or you are inspired by.

**Hyojin Park 20131136**  
**Art & Technology**  
**3D Modeling and Texturing**



Geometric Landscapes by JR Schmidt



These images are 3D illustration works by JR Schmidt. He is known for 3D Artist and motion designer. The most intriguing part in his work is that the illustrations are made by various 3D origami, even in very small details of them. These geometrical shapes enhance visual depth and dynamics of this image, rather than giving hard feeling as one might expected. For example, the waterfalls on the right image have been well illustrated through the use of geometrical shapes. The shapes well illustrate each movements of the waterfall. I was astonished by the fact that it is possible to illustrate picturesque scenery without using any curvy lines. I would like to make this type of illustration after taking this class; something that really shows visual depth and bring realistic feelings to viewers.