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This project, in general is based on the use of 3D scanning. The class was to take multiple 3D scans and merge them.

For the method, we used a Kinect and the program Skanect to have a 3D scan done of ourselves. In my case, I had attempted a full body scan, a portrait scan and an arm/hand scan. All of these scans turned out great, however the demo version downloaded onto my computer prevented high resolution models to be saved. As a result, I worked with the two clearer models I had, the full body and arm/hand.

When it came to merging the two models, I wanted to create some sort of weird monster/creature. I immediately thought of John Carpenter's *The Thing* and one of the creepiest creatures in that movie. The creature was an upside down deformed human head with spider/alien-like legs coming from it. With this creature in mind, I started to mess with the models in 3ds Max. Because of the really low-resolution saved models, I was not able to easily create a clean printable mesh that resembled the creature I was going for. However, I created a model sort of similar and unsettling; I cleaned up and separated the head of my full body scan, then made it so that three of my arm/hand scans were coming out of the bottom of the head. Overall, I appreciate that my model is a sort of weird self-portrait that can stand on its own [hands].