

Project Description

Yilin Gu

Welcome to The Stellar Wild, a place that combines movement and stillness, reality and nothingness, the defined and the unpredictable, the finite and the wireless. Imagine opening your eyes and being in a space that jumps through dimensions, with a floating soap bubble planet in front of you and a psychedelic linear spectrum singing the music of the universe in the distance. The project builds a scenario that celebrates a dreamy aesthetic of contradictory coexistence.

The first thing I was most impressed with and proud of was the 3Dcreature I built based on the threejs library; the rich tweakability of the graphics and materials largely inspired me to build spaces and scenes, which pushed me to experiment with these variables in a bold way. I made object with the surface of a planet by drawing the subject graphic, a 3D cylinder, and loading it with rich material layers. Next, the top 2D plane was projected in the camera and the rotate function was evoked to create the visual effect of the planet's surface turning. This symbiosis of 2d and 3d to give the illusion of a specific angle and field of view is a part of the design that I really like.

Next is the static planet, changing the opacity to give it a bubble material. The movement of the primary object and the stillness of the secondary object create a good balance. It also illustrates the mutual check and balance and achievement between movement and stillness.

In the light experiment, by adjusting the light position and direction parameters as well as the type of lighting, I found that the use of directional light and point light better set off and amplify the characteristics of the materials in the scene. I then used this technique to project light onto the 3d objects I had created earlier, and after constant tweaking, adjusted the light to the existing coordinates to give beautiful reflections and translucency.

For the background of the scene, I chose to use a relatively 'lightweight' dynamic 3D Graphic, which, because it is made up of points and lines, provides a more breathable viewing experience than a 3D shape loaded with materials at close range. By getting the 3D superformula shape formula, changing its variables flexibly and giving it the dynamic effect of rotating around the axes, I have broken up the otherwise closed graphic and made it a continuously changing irregular 3D pattern. nowhere technological silk.

Inspired by 2D Computer Graphics and waveform, I added sound to the scene. To achieve the unpredictable transformation effect, I used sinewave and introduced the variable from the previously defined superformula to create interconnected relationships in the dark.

Looking back at my assignments and exercises this semester, I was interested in psychedelic and empty sounds, unpredictable graphic transformations, streaming and glowing light, and the chain reaction between colour, material and light. This has driven me to decide to combine these most exciting elements to form the main theme of my concluding project this semester. At the same time, the amazing chemistry they bring together also makes me excited about what would be approached in my future creative coding art making.