



Welcome to the City of Expired Tear Gas

Raymond Lam

Artist Statement

My artistic practice explores the fashion and function of cyberpunk rebellion. Inspired by the political turmoil of the 2019 Hong Kong Umbrella Revolution, Welcome to the City of Expired Tear Gas is further expansion of my broader series of cyberpunk character design illustrations known as PROTEST FASHION. With the infamous rise of the pink 3M filter to the worldwide consciousness, PROTEST FASHION focuses the iconic imagery of respirators in the designs of characters in Asian cyberpunk dystopias.

Artist Bio

Raymond Lam is a hyper motivated digital artist with over eight years of experience with multiple mediums and systems. He is inspired by bold and precise design philosophies.

While working as a concept artist for a motorsports illustration company with clients like Honda and Porsche, Lam has industry experience with creating powerful visual narratives in distilled sketches for stages of quick iterations and final proposals. His recent illustrations for notable skateboard and apparel companies feature striking exploration of contrasts of grayscale/color, traditional/high-tech, flesh/prosthetics through cyberpunk visuals. They demonstrate technical skill in highly detailed illustrations and sharp graphic design for presentation.

Project Description

Welcome to the City of Expired Tear Gas is an important symbolic culmination of the skills and processes I've learned as a student of the SJSU DMA. Within this project I have implemented the usage of illustration, 3D modelling, web design / programming. Part of my body of work titled Protest Fashion, a series of cyberpunk themed works and illustrations, Welcome to the City of Expired Tear Gas is the second iteration of a 3D animation created in Autodesk Maya. The short animated film carried a markedly different tone than its new web experience counterpart, but both works find its roots in my early cyberpunk gas mask designs I created when the 3M respirator became an icon of protest and revolution in the public consciousness. The centerpiece flower respirator was modelled in Autodesk Maya and was based on my previous illustrations.

With the flower respirator prepared I created a fresh three.JS canvas and began to populate the scene with 3D models both self made and licensed. Notably, I used the visually compelling cube world, created by digital artist and colleague Van Nguyen, as a foundation to build upon. I created the scene by embedding deteriorated and collapsed skyscrapers into the cube formations, creating an abstract dystopia city. I found this aesthetic to be appropriate, as any sort of memorial to the Umbrella Revolution would only live publicly in the digital sphere outside of the Great Firewall. To create a sense of cinema and spectacle, I programmed the viewer to spawn within this collapsed city, with a corridor of trees lined into the overpowering light in the distance. One would walk through this path of lotus flowers to a shrine where the flower respirator rests. It is my role as an artist to remind the viewer that the flowers represented those who struggled during the revolution, a staggering estimated amount of 10,000 individuals.

With the 3D models placed throughout the scene, the final process in creating the web experience Welcome to the City of Expired Tear Gas was the implementation of the three.JS code. The dramatic visuals seen in Welcome to the City of Expired Tear Gas are a combination of water and particle engines, various animated light sources, and a post processing glow implemented on all objects and meshes added to the scene. The result is a heavenly glow throughout the virtual space. But set upon a pitch black sky and cyan water, the scene leans towards a much more somber and melancholy emotion. As the viewer walks through this space, millions of small particles flow by, emphasizing the vast depth and emptiness of this world.

Links

Link to installation

<https://asukabaka.github.io/welcome/examples/city.html>

Note: early build really lags, high power pc recommended

Github repo: <https://github.com/asukabaka/welcome>



"Welcome to the City of Expired Tear Gas": (Raymond Lam, Maya, 2021)

Welcome to the City of Expired Tear Gas

Originally created in Autodesk Maya in late 2020.

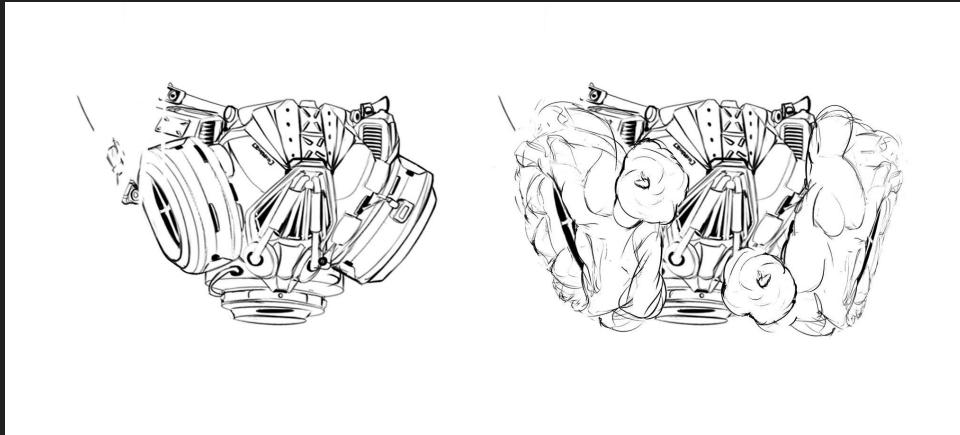
3D animated short film

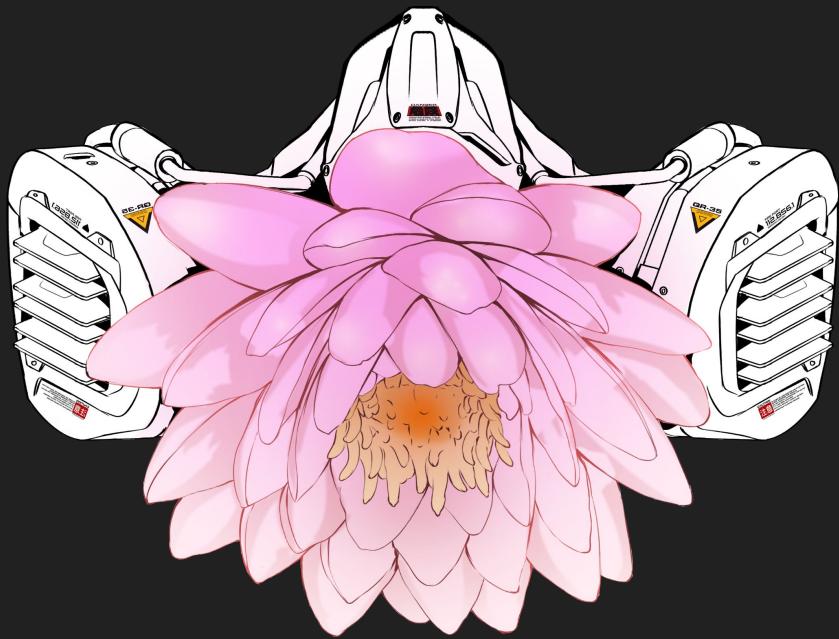
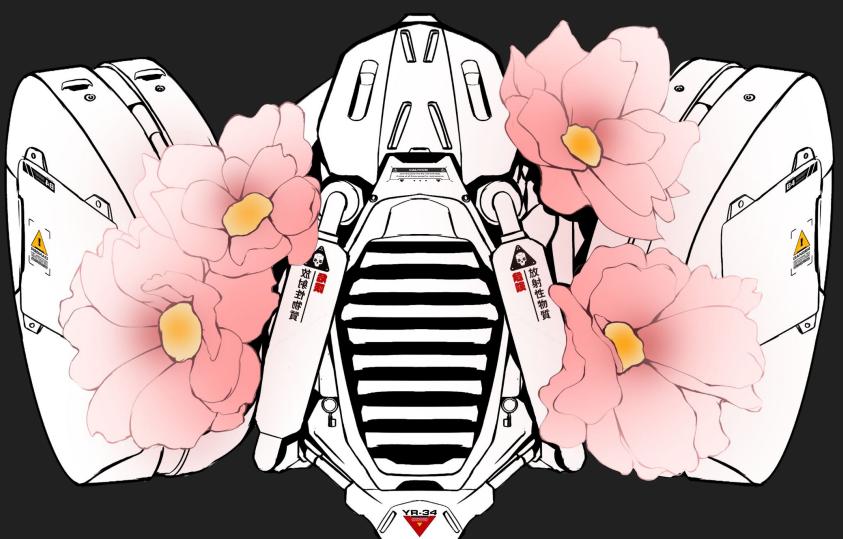


"Welcome to the City of Expired Tear Gas" (Raymond Lam, Maya, 2021)

Part of my body of work titled *Protest Fashion*, a series of cyberpunk illustrations and character designs.

Specifically, *Welcome to the City of Expired Tear Gas* draws inspiration for its centerpiece flower respirator.





"Cherry Blossom and Lotus Respirator Design" (Raymond Lam, Photoshop, 2020)



"Flower Respirator" (Raymond Lam, Autodesk Maya, ZBrush, 2020)



"Flower Respirator" (Raymond Lam, Autodesk Maya, ZBrush, 2020)

Welcome to the City of Expired Tear Gas

Web experience created using the three.JS library and self made and found 3D models.

music : Moonrise by Futuremono (used audacity to slow down by 25% for more ambient sound)

License: YouTube Audio Library License

Tree model

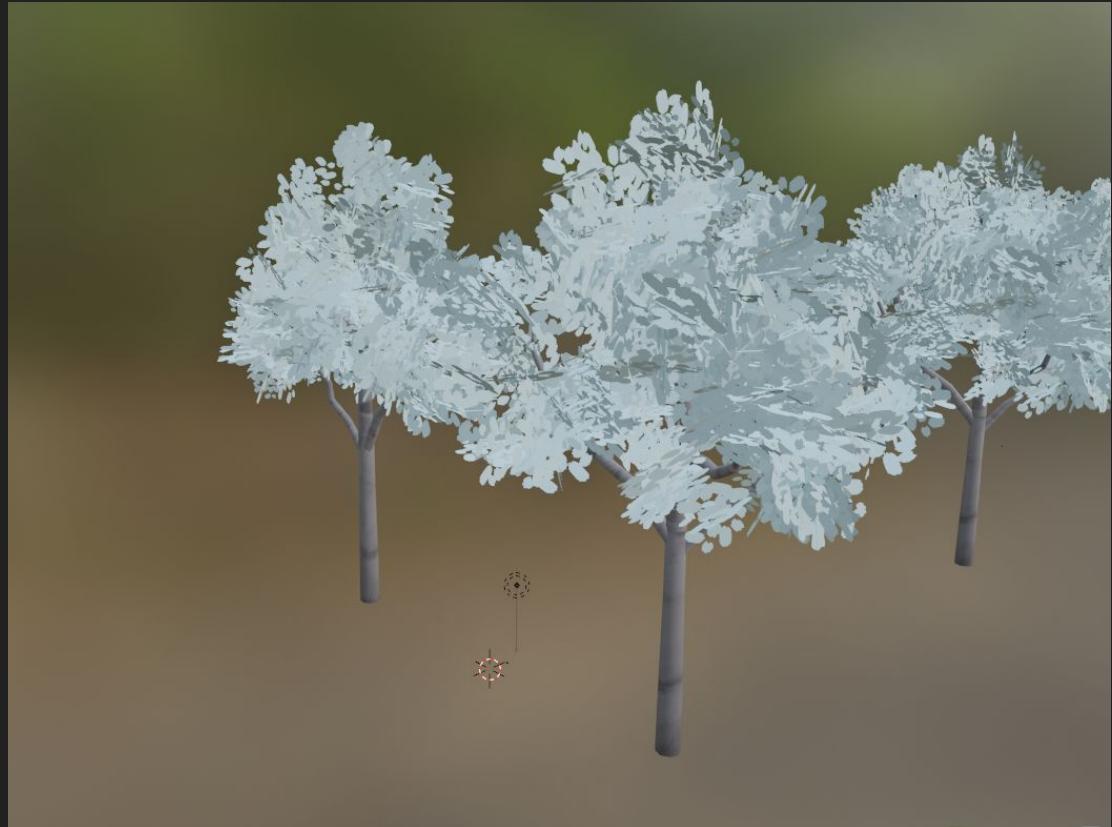
Artist: Aurora

CC: CC

Attribution-NonCommercial-NoDerivsCC

Attribution-NonCommercial-NoDerivs

<https://sketchfab.com/3d-models/trees-and-folia-ge-c3423a86515444a2b323d422ac16e710>





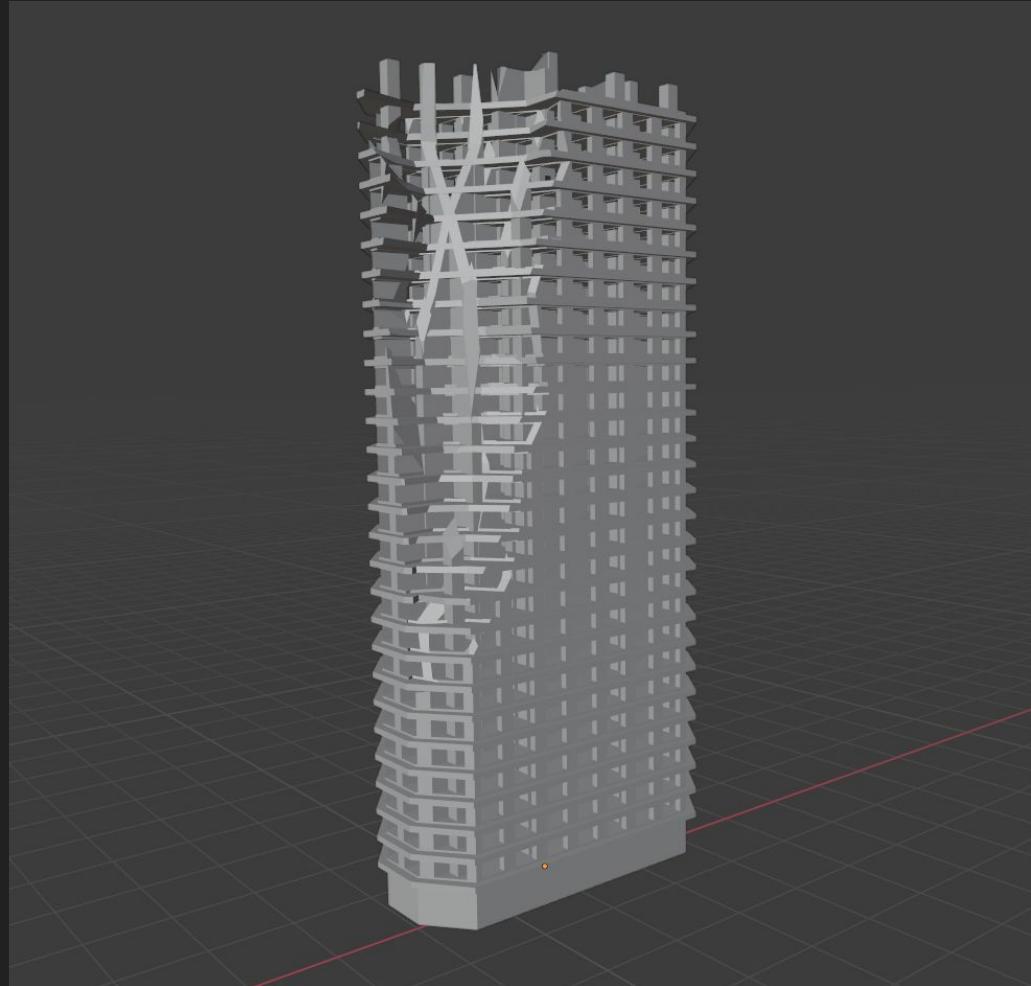
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Collapsed building

Artist: tobiasherbers

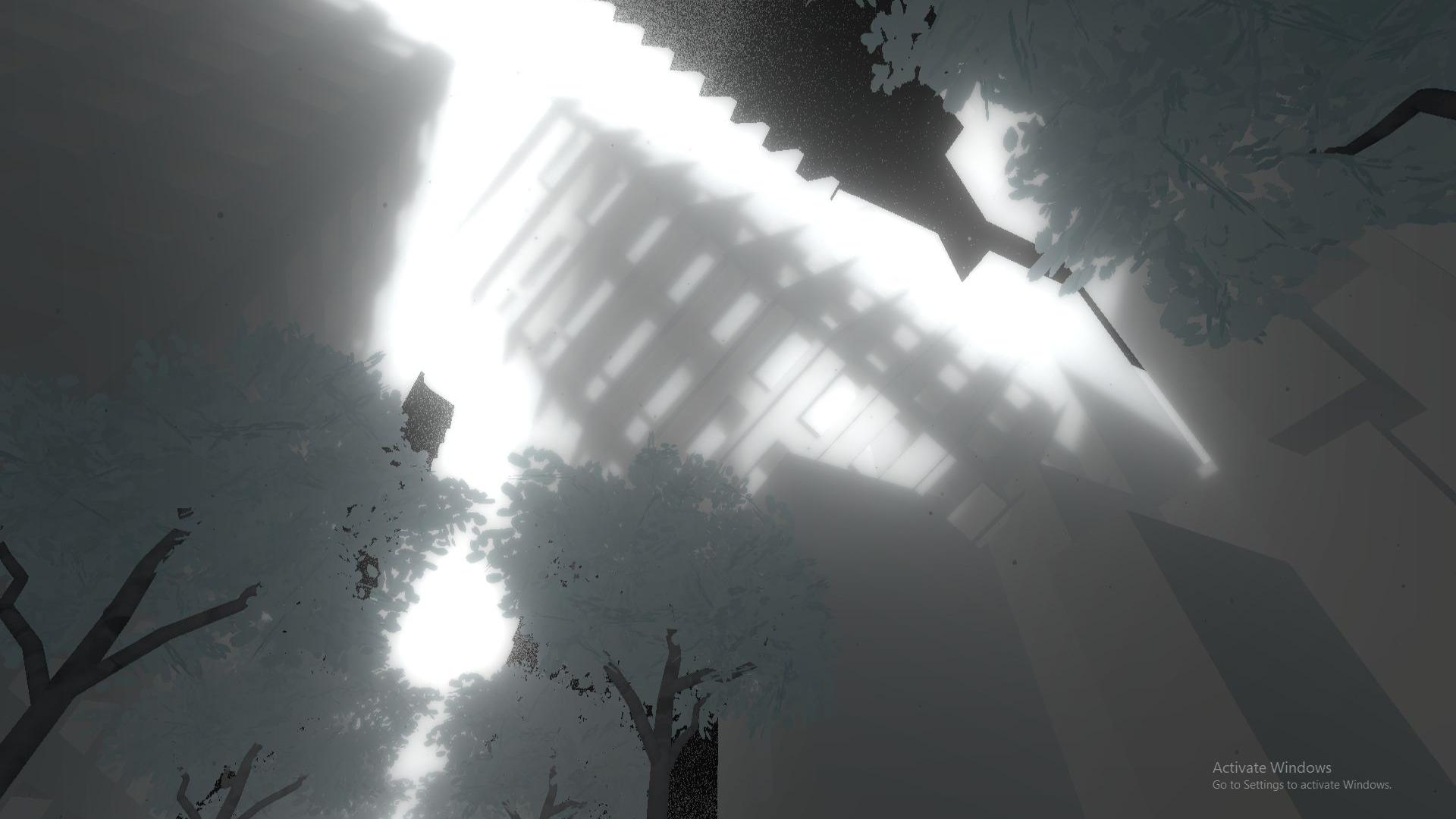
CC: CC Attribution

<https://sketchfab.com/3d-models/ruined-buildings-pack-free-download-690edb7d64b84df7bfeee3b54746d6eb>





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A dark, atmospheric scene featuring a large, multi-story building with a traditional tiled roof. The building is partially obscured by dense foliage and trees in the foreground. The sky is bright and overexposed, creating a hazy, ethereal atmosphere. The overall mood is mysterious and somber.

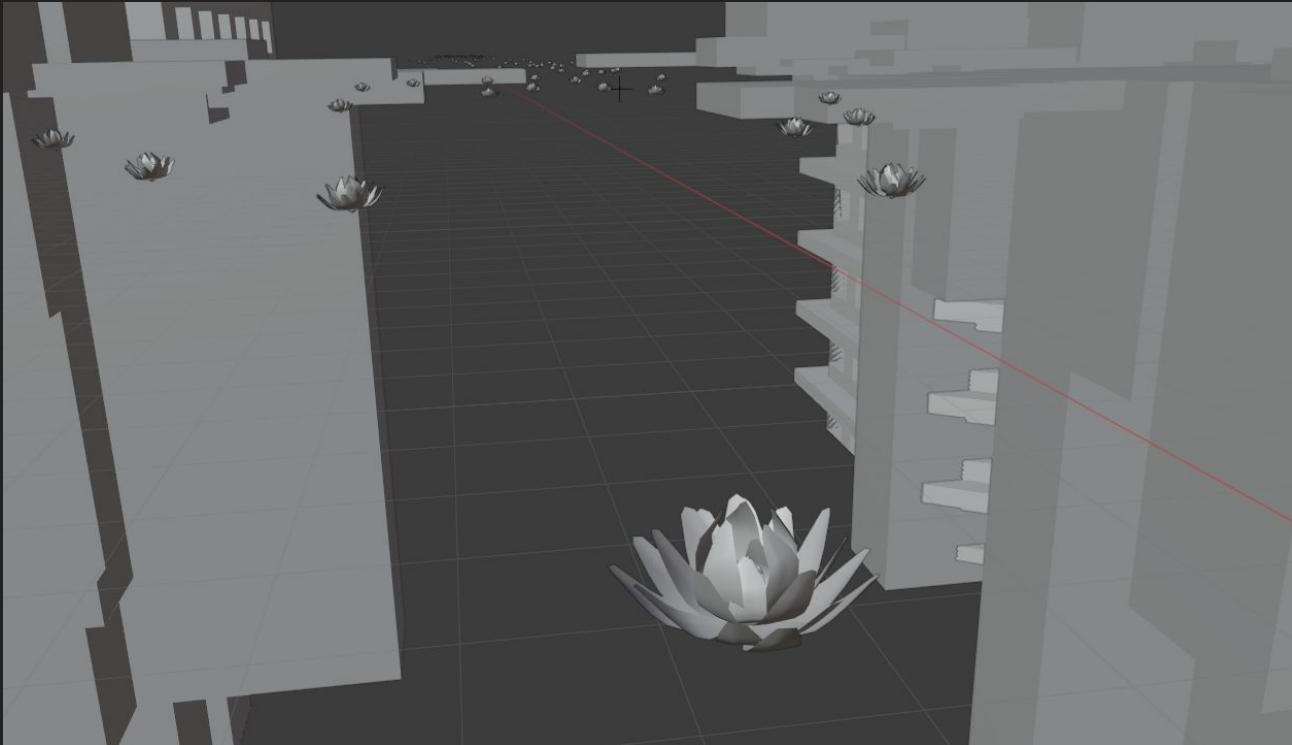
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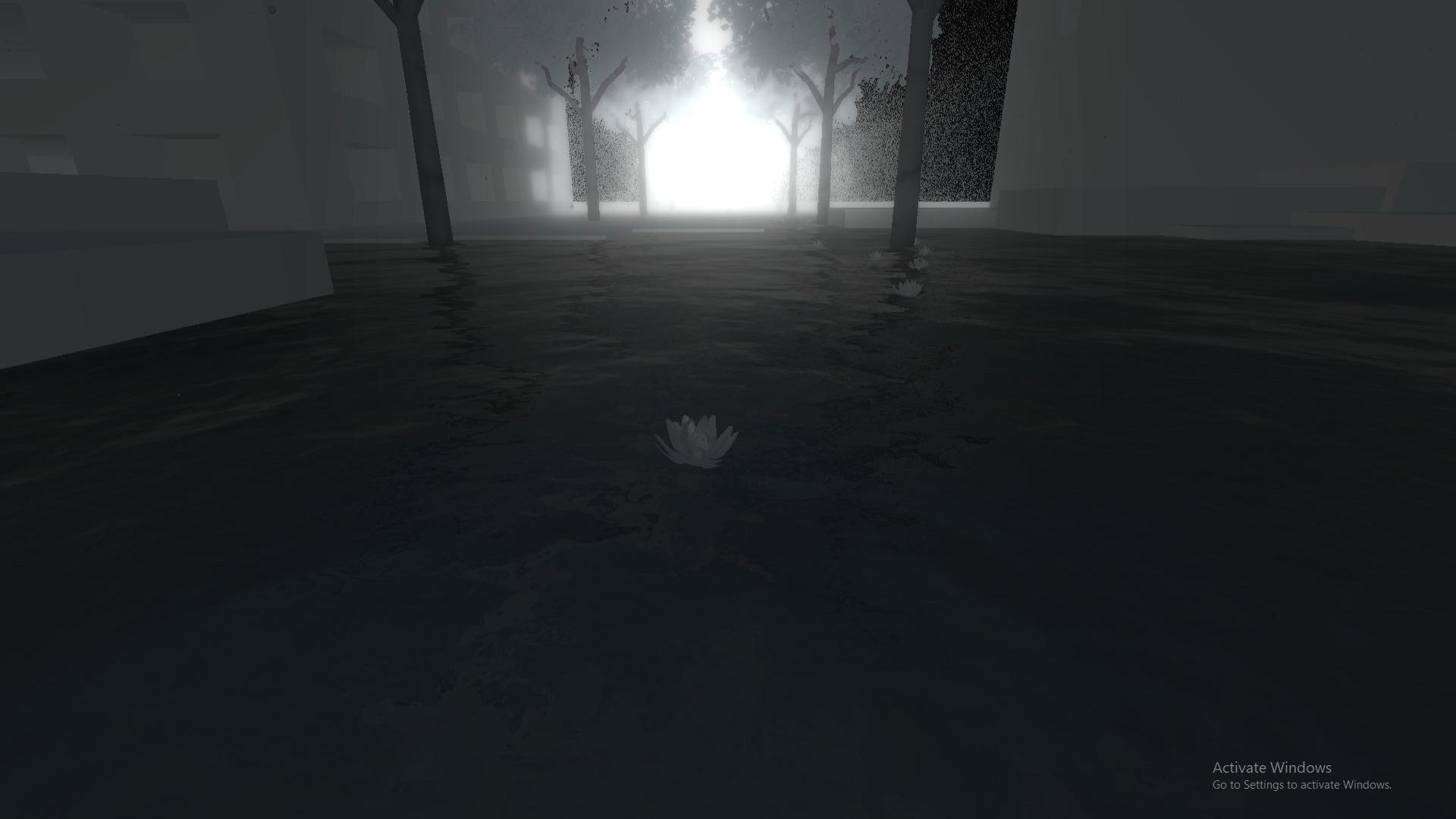
Lotus Flower

Artist: Five

CC: N/A

<https://sketchfab.com/3d-models/lotus-flower-98a81f597a0e4d0ba8801f30415d2a33>



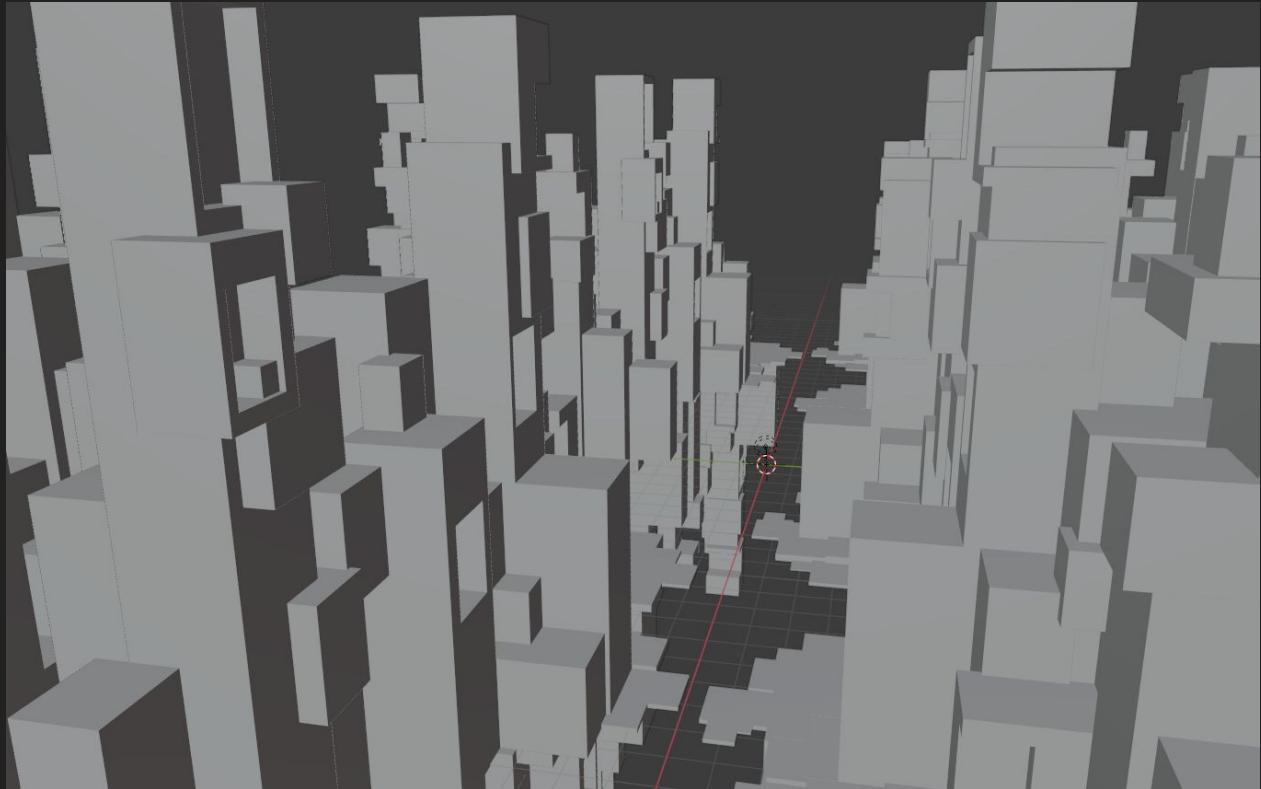


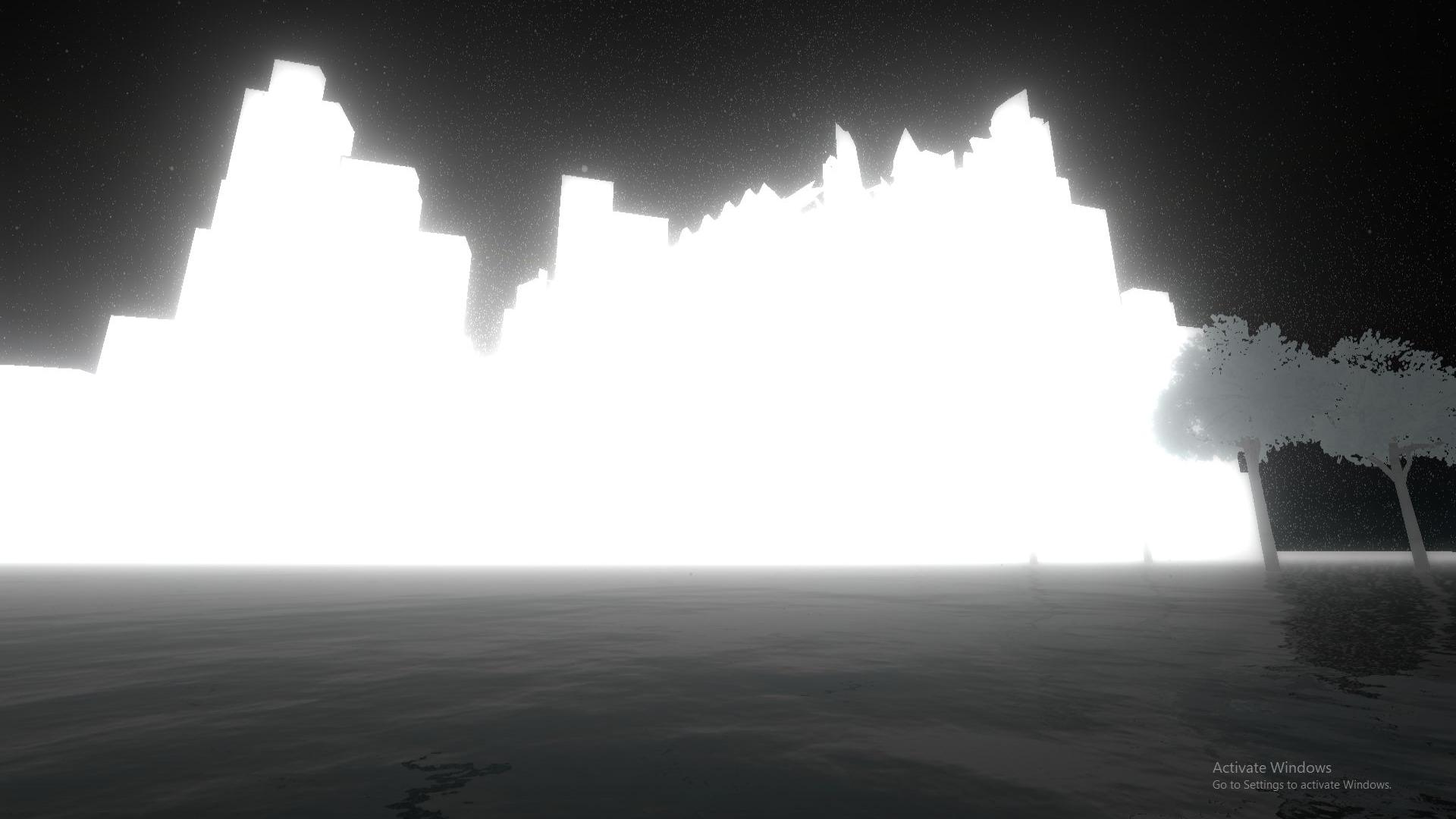
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Cube City

Artist: Van Nguyen

CC: N/A



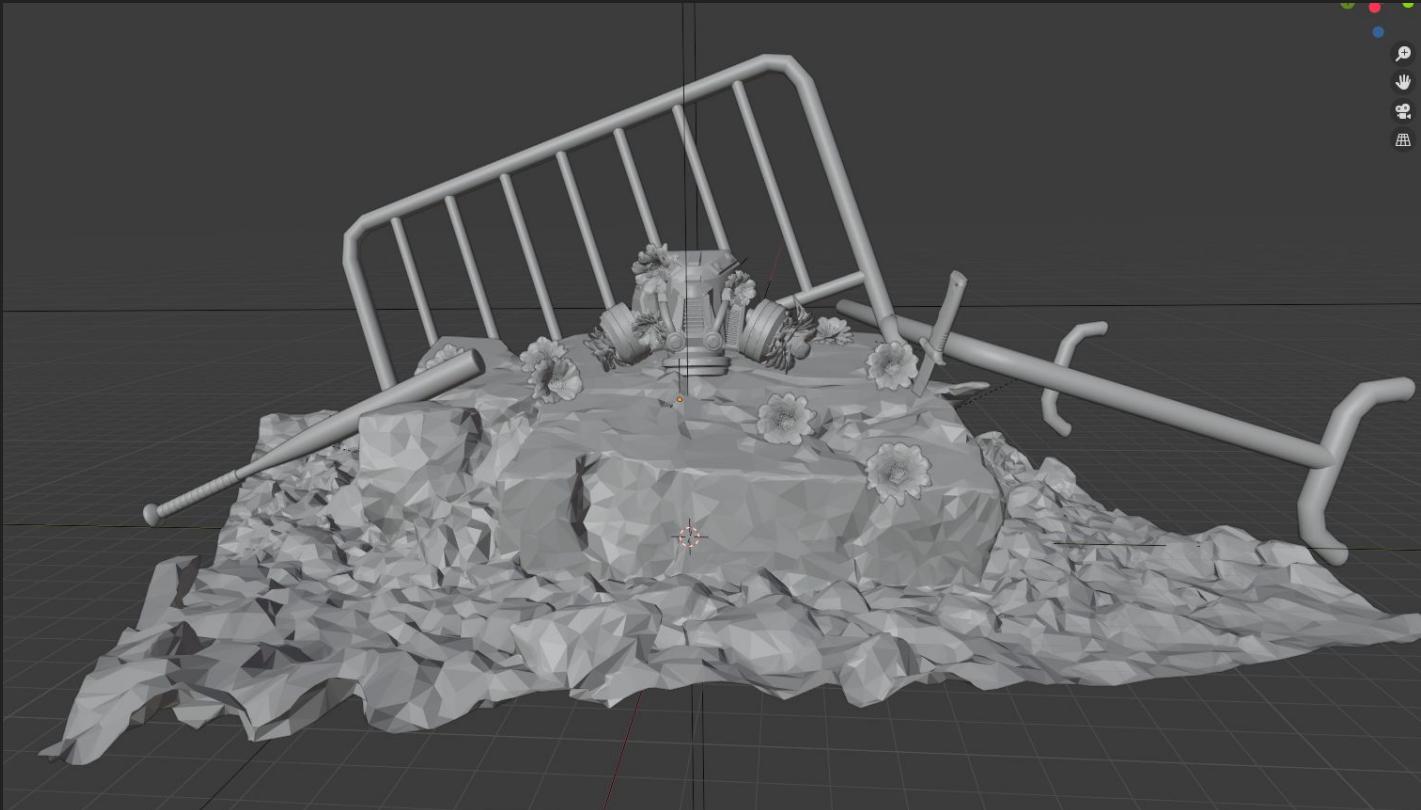
A high-contrast, black and white photograph of a landscape at night or in low light. The scene features a dark, textured ground surface in the foreground, leading towards a bright, overexposed horizon. In the upper left, a large, dark, jagged shape, possibly a rock formation or a group of trees, is silhouetted against a bright sky. On the right side, there are silhouettes of trees and a small, bright opening in the distance, suggesting a path or a town. The overall mood is mysterious and atmospheric.

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Shrine

Artist: Raymond Lam

CC: N/A





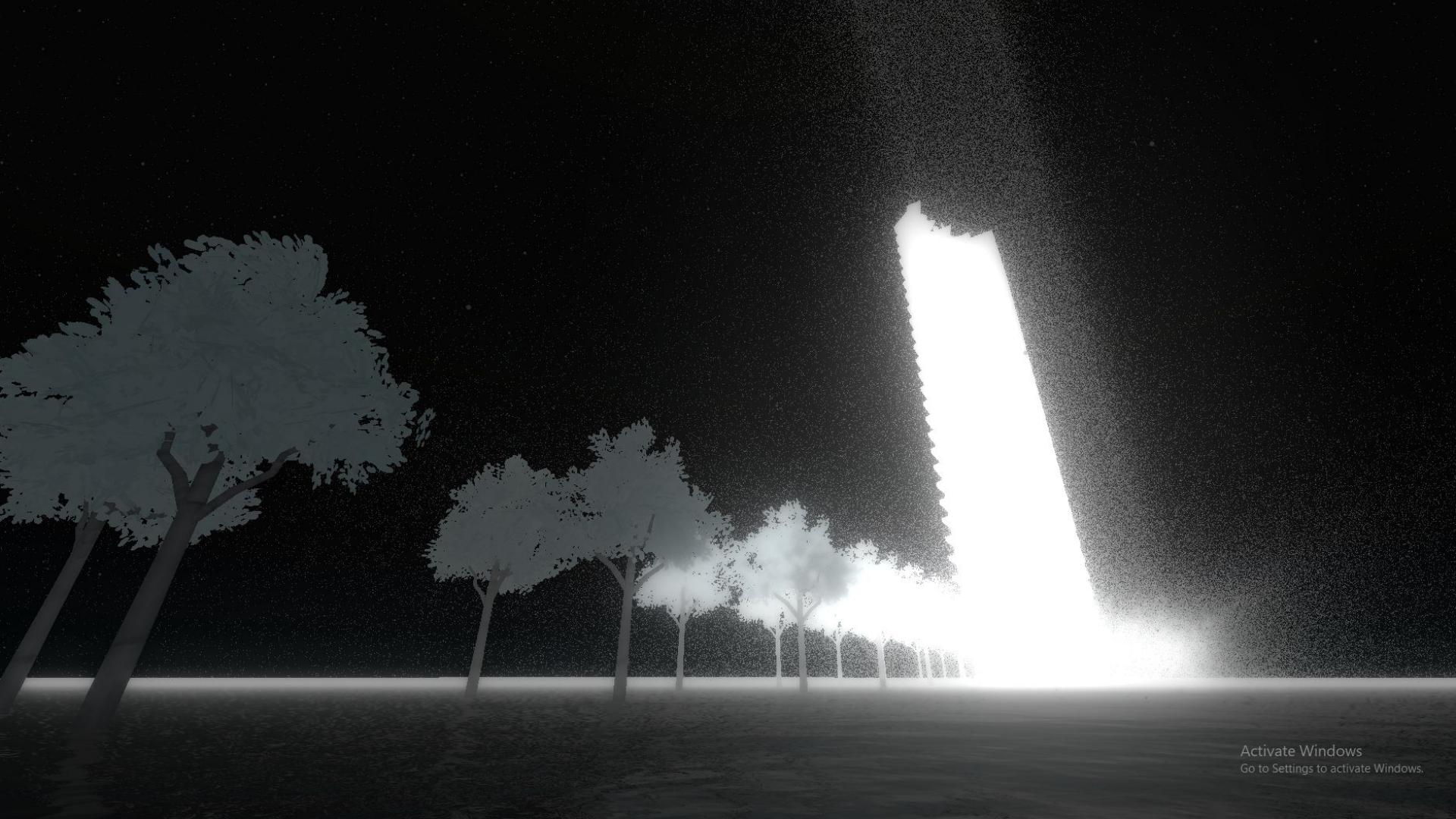
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Setting the scene.

Camera spawns here and lighting and set would guide viewer to walk forward

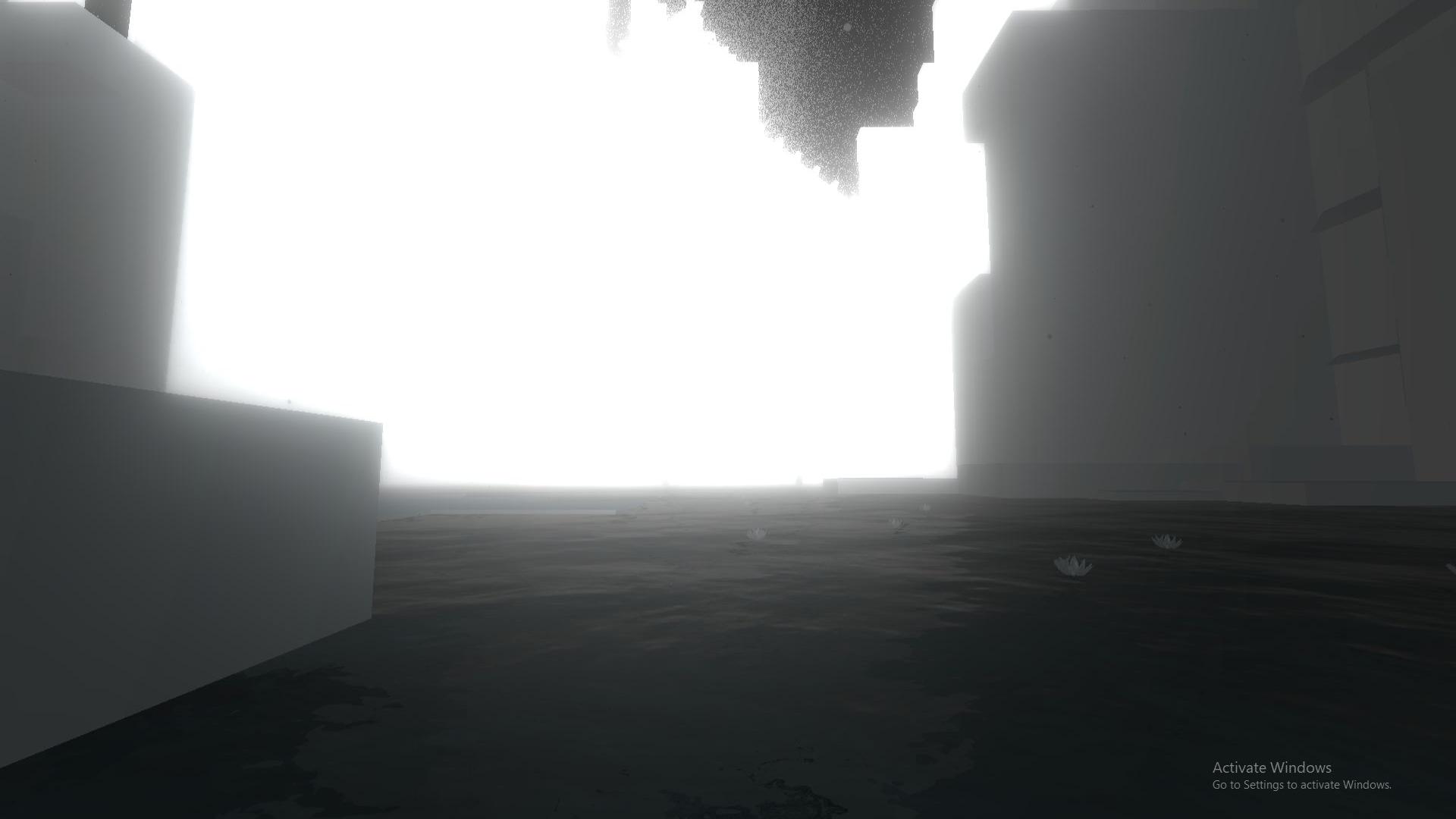


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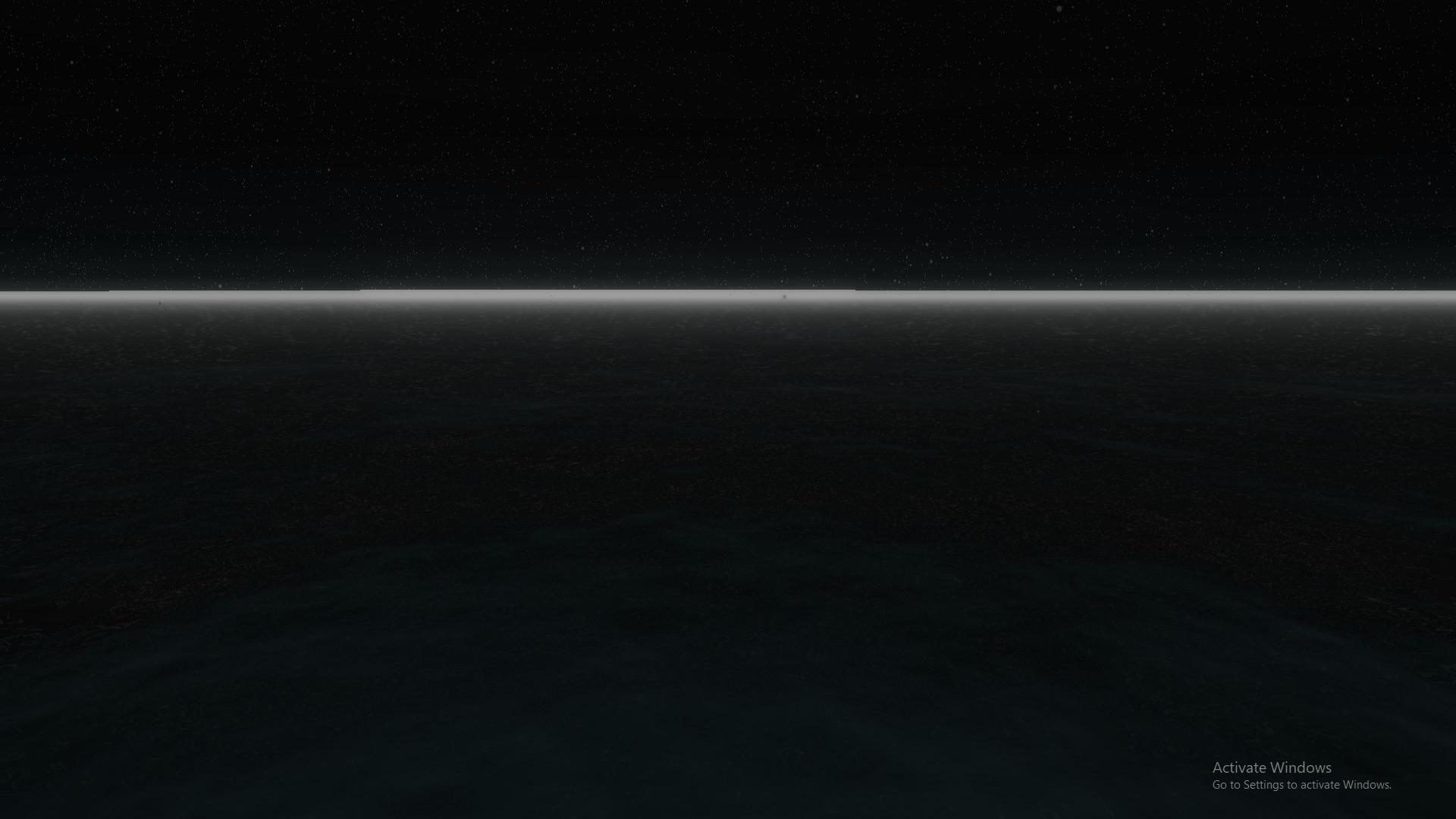
three.JS postprocessing

Water

Particles

Bloom

Film Grain

A faint, semi-transparent watermark of the Windows logo is visible across the entire screen, appearing as a dark blue circular emblem with the characteristic 'W' shape.

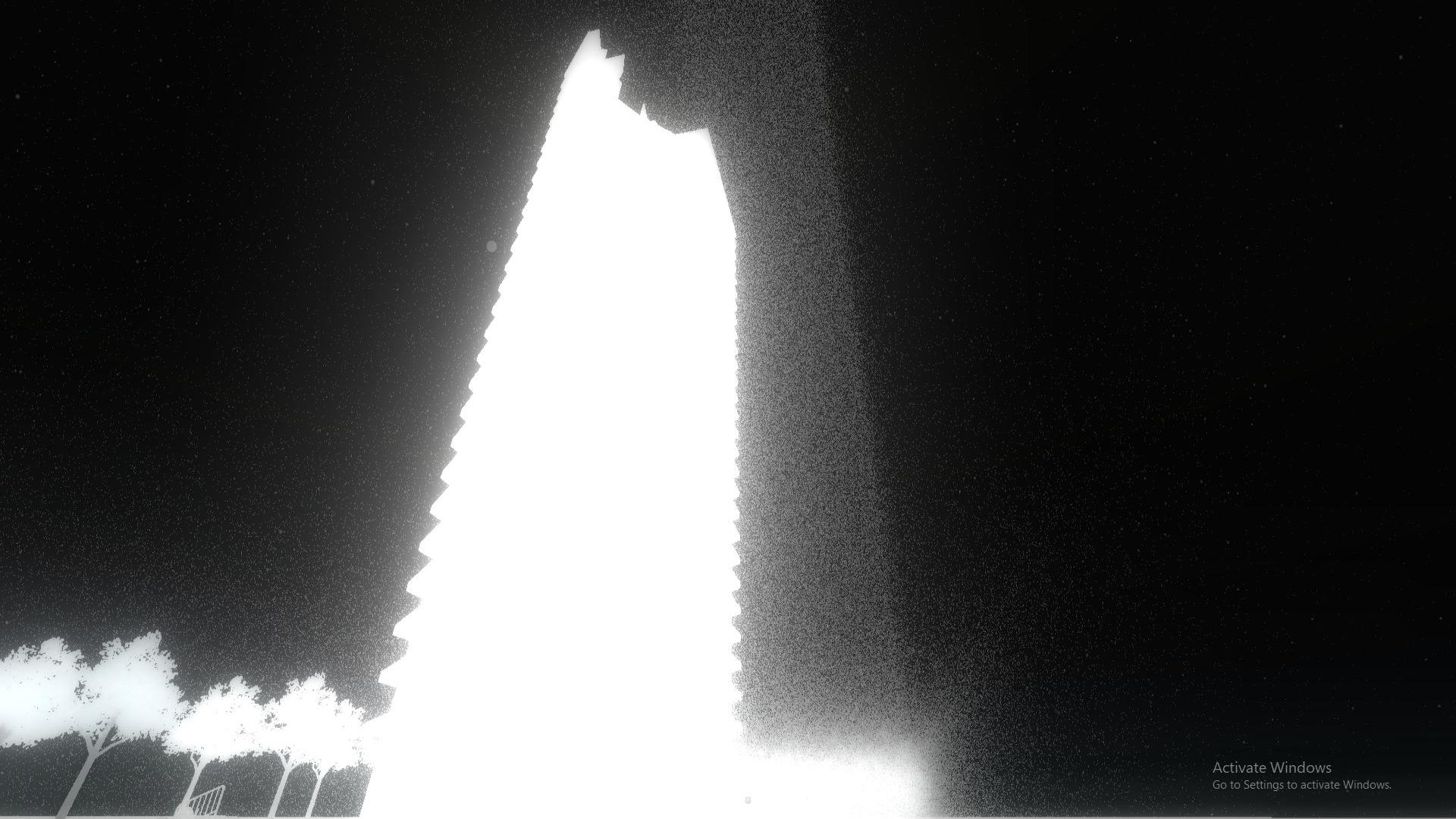
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A faint watermark of the Windows logo is visible across the entire screen.

Activate Windows
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Activate Windows
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A high-contrast, black and white photograph of a person's face in profile, facing right. The person has short, light-colored hair. The background is dark and textured. A faint watermark of the Windows logo is visible in the bottom left corner.

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Youtube short video for BFA
Exhibition PROXYVERSE

