

Piece Description

1 - Piano

Dimensions

Height: 122 in

Width: 124 in

Length: 144 in

Materials

1. INTIMIDATION: Blender 3D digital sculpting, handmade procedural materials, cycles render engine
2. Blender 3D—Subserf wrkflow with sparse topology for manmade forms & curves wrkflow for natural forms

Processes

1. Researched, experimented on, and rearranged piano parts, mechanisms, n' materials while keeping form
2. Experiment on creating materials by noticing and replicating patterns by combining distribution functions in different ways

2 - Guitar

Dimensions

Height: 120 in

Width: 58 in

Length: 73 in

Materials

1. DISGUST: Blender 3D, sculpted textures, and handmade procedural materials, cycles renderer

2. Blender 3D—Initial subserf workflow, curves workflow for strings, multires sculpting for bark

Processes

1. Researched qualities of guitars by surveying others on how much distortion before uncognizability
2. Experimented on sculpting bark through iterative processes, refining and improving methods I've used

3 - Drums

Dimensions

Height: 76 in

Width: 188 in

Length: 152 in

Materials

1. BELITTLEMENT: Blender 3D, subserf workflow for general forms, linked geometry for optimization
2. Blender 3D—Procedural deformation and textures for details on screws, cymbals, legs. cycles renderer

Processes

1. Researched types and characteristics of different drums, cymbals, and stands to create custom drums
2. Experimented on layouts of drums to maximize claustro and megalophobia by juxtaposing small chair

4 - Horn

Dimensions

Height: 9 in

Width: 16 in

Length: 9 in

Materials

1. DISORIENTATION: Blender 3D, curves workflow, subserf workflow for valves, cycles renderer
2. Blender 3D—Custom procedural denting, rust generation, materials and textures, HDRI reflections

Processes

1. Researched kid's interpretation of instruments by visiting 4 year olds and observing their drawings
2. Experiment recreating 3D shaky hand effect through originally created procedural distortion of shape

5 - Piano

Dimensions

Height: 71 in

Width: 159 in

Length: 83 in

Materials

1. PEACE - Blender 3D, nested curve workflow for strings, subserf workflow for body
2. Blender 3D—Bevel & subserf workflow for keys for sharper look, generated distortion for wavy effect

Processes

1. Combined children's toy with a professional yet fun look to convey retrospective sentimentality
2. Experimented with styles of generated distortion until I created one that was gentle and relaxing

Ideas

Through my piano images, I attempted to convey the journey from intimidation to peace in my interactions with the piano. When I was younger—and physically smaller—the visual busy-ness of the piano, as well as its internal complex mechanisms both confused and scared me away from it. In the first piece, I exaggerated physical aspects of the piano that influenced my emotions the most, namely the mechanisms and keys, as well as combining it with a natural woody look to add the sense of mystery around the piano that I felt as a kid. Being older now, I view the piano from the complete opposite point of view. From both a technical understanding of how it works as well as practice on the usage of it, the complexities and scariness of the piano has been stripped away; I convey this sense of simplicity and peace with the piano through the visually simple and pleasing shape of the piano.

6 - Guitar

Dimensions

Height: 3 in

Width: 34 in

Length: 9 in

Materials

1. NOSTALGIA - Blender 3D: Bevel workflow for main board, buttons; subserf wrkflow for Dpads, head
2. Blender 3D—Original textures: guitar strings, gray paper accent, smudges, scratches, rough/old paper

Processes

1. Researched nostalgic fun items; settled on the NES controller, representing hrs of fun in old games
2. Revised from basic clean textures to a heavily used-looking to convey a sense of an old memories

Ideas

My guitar pieces similarly display the journey of my relationship with the guitar. Initially, guitars invoked feelings of disgust and scariness primarily

through their unwieldy shape and skin-tearing strings. In the first piece, I represent the hostility of the guitar through the barbed wires as well as the morphing of its shape into a dead tree to emphasize its scariness and disgust to me as a child. On the other end of the spectrum, the guitar now holds a sentimental and nostalgic place in my memories. Guitars no longer scare nor disgust me but instead offer a way of escape and enjoyment—much like old games for many. My enjoyment of the guitar is directly represented in the shape of the controller for the classic Nintendo NES—invoking both satisfaction and nostalgia in its viewers.

7 - Drum

Dimensions

Height: 25 in

Width: 167 in

Length: 49 in

Materials

1. ENJOYMENT - Blender 3D, cloth simulation, subserf workflow for generating initial cloth shapes
2. Blender 3D—Clear plastic texture, procedural generated waves, vertex editing to fine tune structure

Processes

1. Experimented with methods of simulating wrinkles by varying stiffness, stretch, and starting shape
2. Revised from beach ball color layout to a distribution following more closely to an actual drum

Ideas

I first began learning the drums when I was much younger. The size disparity between me and the drums was... let's say greater than optimal. Not only were the drums physically much larger than me, they were probably also much louder. As fun as they were even as a kid, they still scared me on some level—like how ants probably feel that at any time a human could come and

crush them. In my piece I completely exaggerated the size and quantity of the drums to convey the sense of belittlement and overwhelm I felt as a kid. Now that the drums are not multiple times larger than me, I no longer feel their dominance nor its claustrophobic and megalophobic effect on me. The only emotions that are left are those of fun and enjoyment—just like the unending hours of fun children have in the pool. I express the sense of fun and enjoyment through a representation of the drums as a pool float, and utilize subtle waves, much like the piano, to further calm the situation down from the first overwhelming piece.

8 - Horn

Dimensions

Height: 6 in

Width: 16 in

Length: 12 in

Materials

1. PLAYFULNESS - Blender 3D, curves and subsurf workflow for generating initial cloth shape
2. Blender 3D—Procedurally created button weave texture; cloth and hair simulation

Processes

1. Experimented on methods to create hair texture: procedural displacement/bump, hair simulation
2. Revised buttons to become metallic in order to reintroduce elements and textures of the french horn

Ideas

The french horn was the last instrument I began learning out of the instruments in this portfolio. My first experience with the french horn consisted mostly of me attempting to trace the path of the air through the instrument, but failing miserably particularly around the valves. Not much about the french horn made sense other than you blow into it and it makes sound. By showing

little children a french horn and asking them to draw it from memory, most of them managed to scribble a roughly circular shape although with a clear input and a large bell on the other side. I also noticed that they drew the bell in the middle of the instrument instead of the bottom where it belongs. I tried to incorporate the feelings of confusion and disorientation a child's scribbles invokes by applying it to my french horn where I underwent similar feelings. After much more experience on the french horn, I managed to demystify its secrets and untangle its knots. On a similar theme, I wanted to show the polarity between a child's scribbles and their play with plushies—something children can alternate between at incredible speeds. The plushie of a french horn instead aims to invoke the playfulness and resolution I feel for the horn now instead of its prior confusion.

Selected Works

1 - 1 - Piano

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2. Blender 3D—Subsurf workflow with sparse topology for manmade forms & curves workflow for natural forms

Processes

1. Researched, experimented on, and rearranged piano parts, mechanisms, n' materials while keeping form
2. Experiment on creating materials by noticing and replicating patterns by combining distribution functions in different ways

Ideas

1. Express and exaggerate the scary nature of pianos from the sheer complexity and large amount of keys

2 - 3 - Drums

Dimensions

Height: 76 in

Width: 188 in

Length: 152 in

Materials

1. BELITTLEMENT: Blender 3D, subserf workflow for general forms, linked geometry for optimization
2. Blender 3D—Procedural deformation and textures for details on screws, cymbals, legs. cycles renderer

Processes

1. Researched types and characteristics of different drums, cymbals, and stands to create custom drums
2. Experimented on layouts of drums to maximize claustro and megalophobia by juxtaposing small chair

Ideas

1. Emphasize the encompassing, belittling, and mentally strenuous nature of the drums in novice players

3 - 4 - Horn

Dimensions

Height: 9 in

Width: 16 in

Length: 9 in

Materials

1. DISORIENTATION: Blender 3D, curves workflow, subserf workflow for valves, cycles renderer
2. Blender 3D—Custom procedural denting, rust generation, materials and textures, HDRI reflections

Processes

1. Researched kid's interpretation of instruments by visiting 4 year olds and observing their drawings
2. Experiment recreating 3D shaky hand effect through originally created procedural distortion of shape

Ideas

1. Show how the maze of pipes of a french horn seemingly confuse the sound, and express its difficulty

4 - 6 - Guitar

Dimensions

Height: 3 in

Width: 34 in

Length: 9 in

Materials

1. NOSTALGIA - Blender 3D: Bevel workflow for main board, buttons; subserf wrkflow for Dpads, head
2. Blender 3D—Original textures: guitar strings, gray paper accent, smudges, scratches, rough/old paper

Processes

1. Researched nostalgic fun items; settled on the NES controller, representing hrs of fun in old games
2. Revised from basic clean textures to a heavily used-looking to convey a sense of an old memories

Ideas

1. Compare how mastering the guitar is like enjoying hours of nostalgic games on the Nintendo NES

5 - 7 - Drum

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Height: 25 in

Width: 167 in

Length: 49 in

Materials

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2. Blender 3D—Clear plastic texture, procedural generated waves, vertex editing to fine tune structure

Processes

1. Experimented with methods of simulating wrinkles by varying stiffness, stretch, and starting shape
2. Revised from beach ball color layout to a distribution following more closely to an actual drum

Ideas

1. Express how jamming on the drums reminds me of the unlimited joy of playing in a pool as a kid