

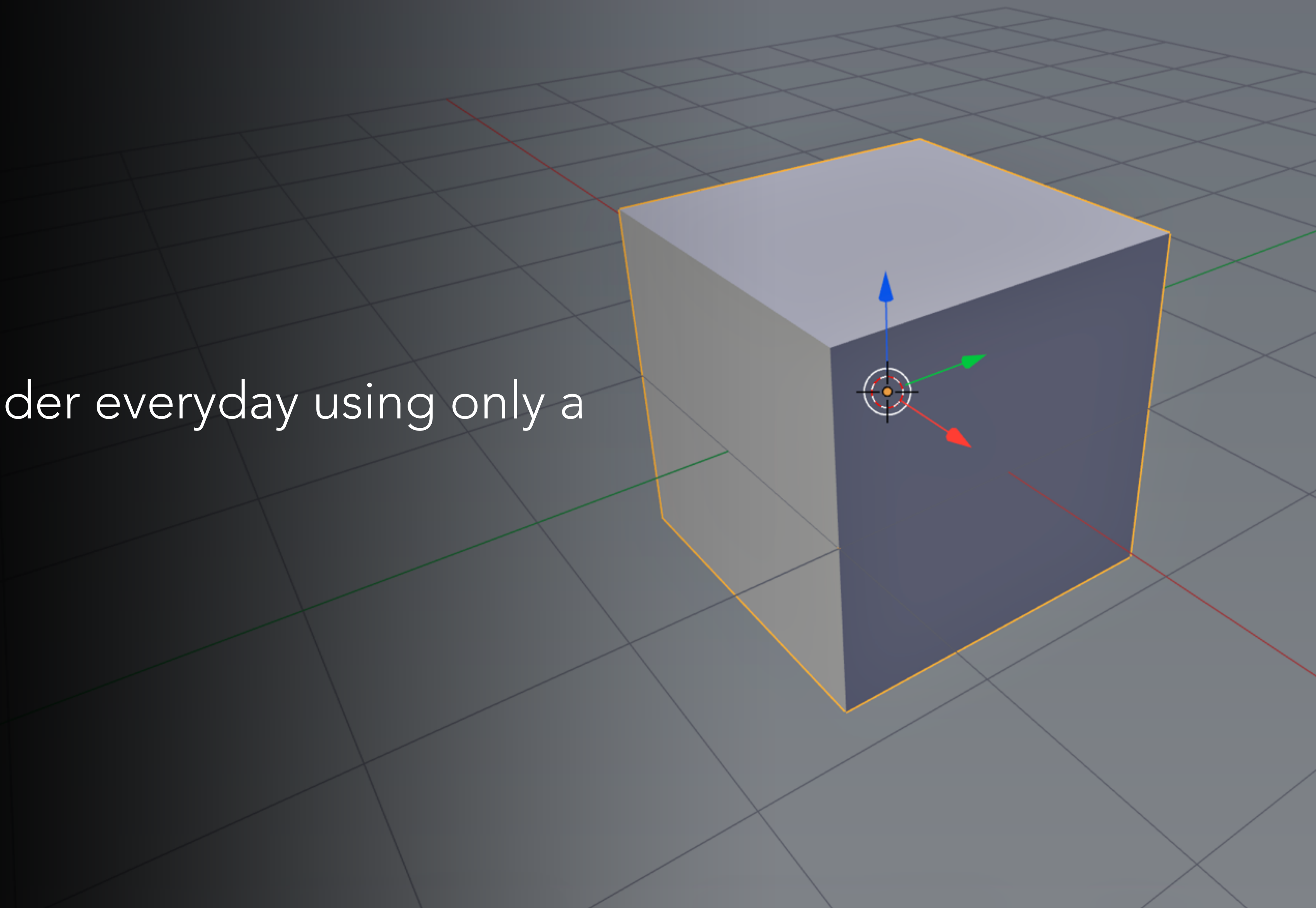


#DEFAULTCUBISM

A Foray Into Generative Art using Blender

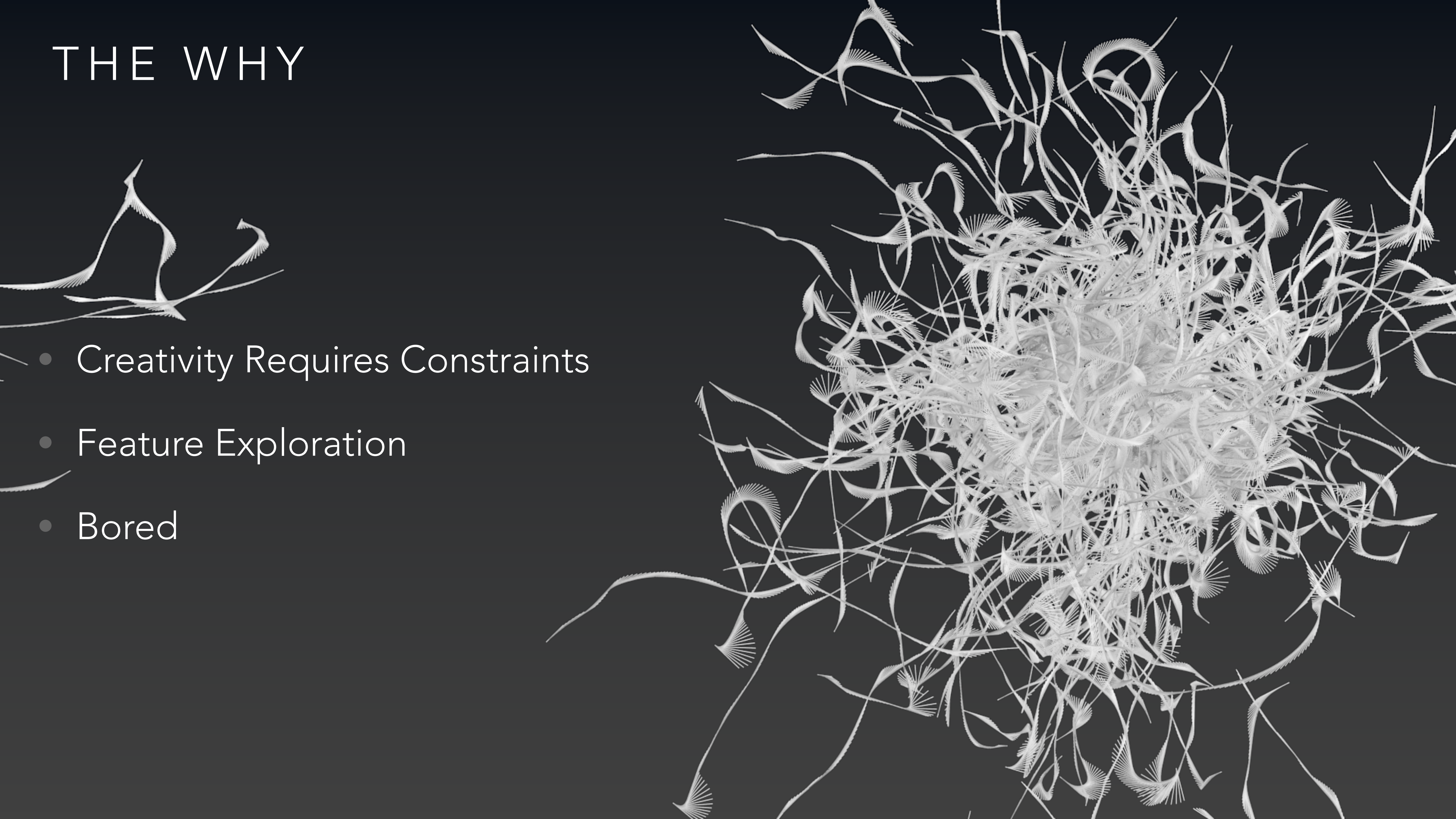
THE WHAT

- To create a complete render everyday using only a default cube



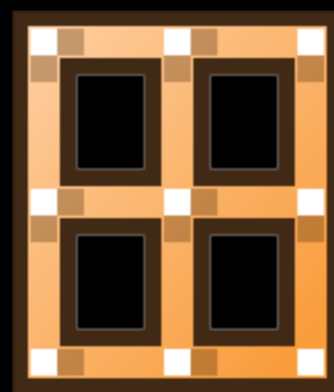
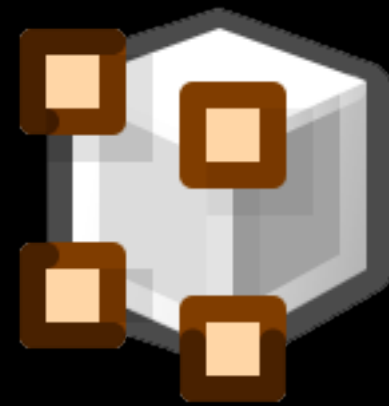
THE WHY

- Creativity Requires Constraints
- Feature Exploration
- Bored



THE RULES

DISALLOWED:



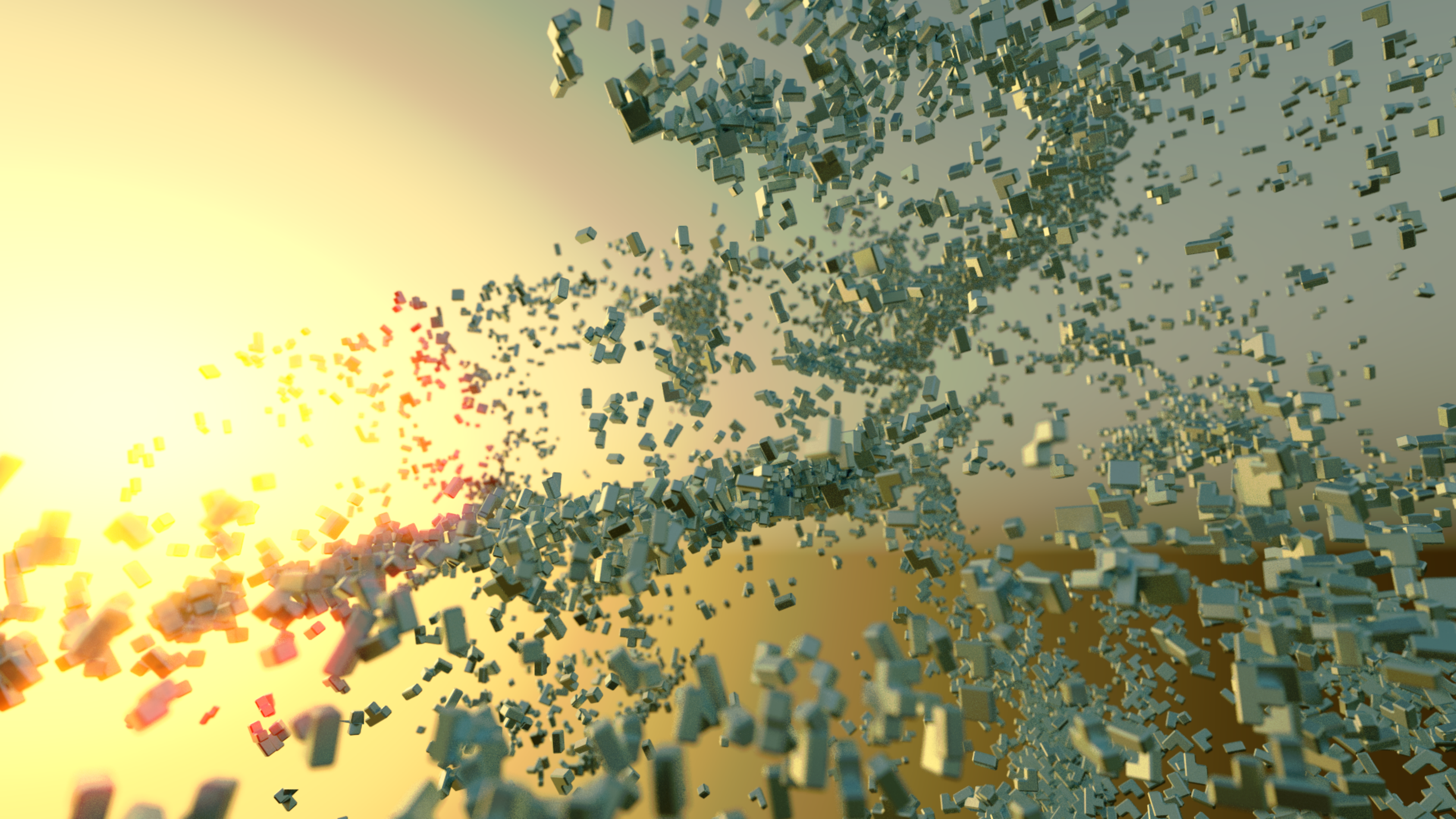
Editing of Mesh, Curves, Surfaces, & Metaballs when used as geometry

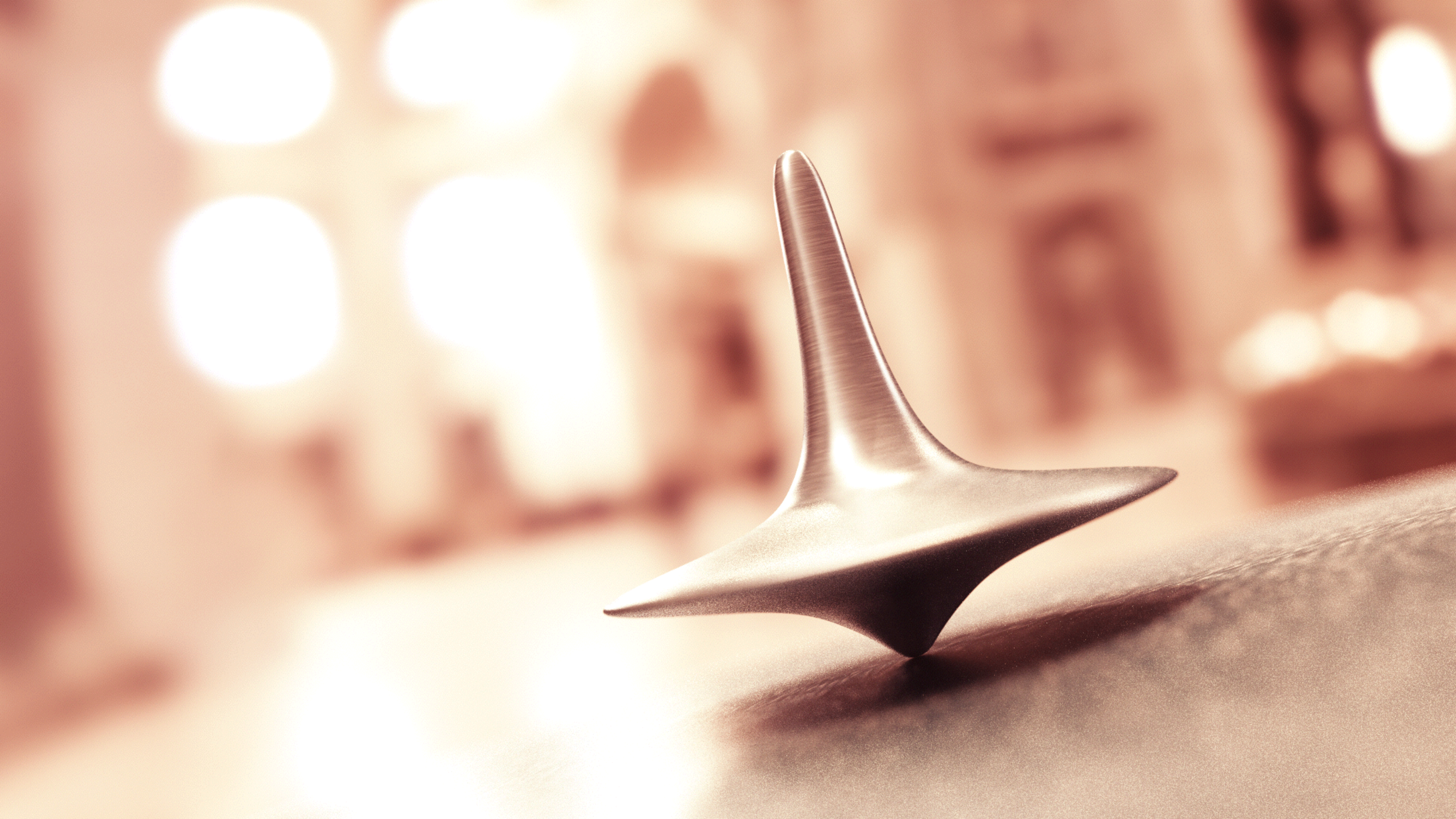
THE RULES

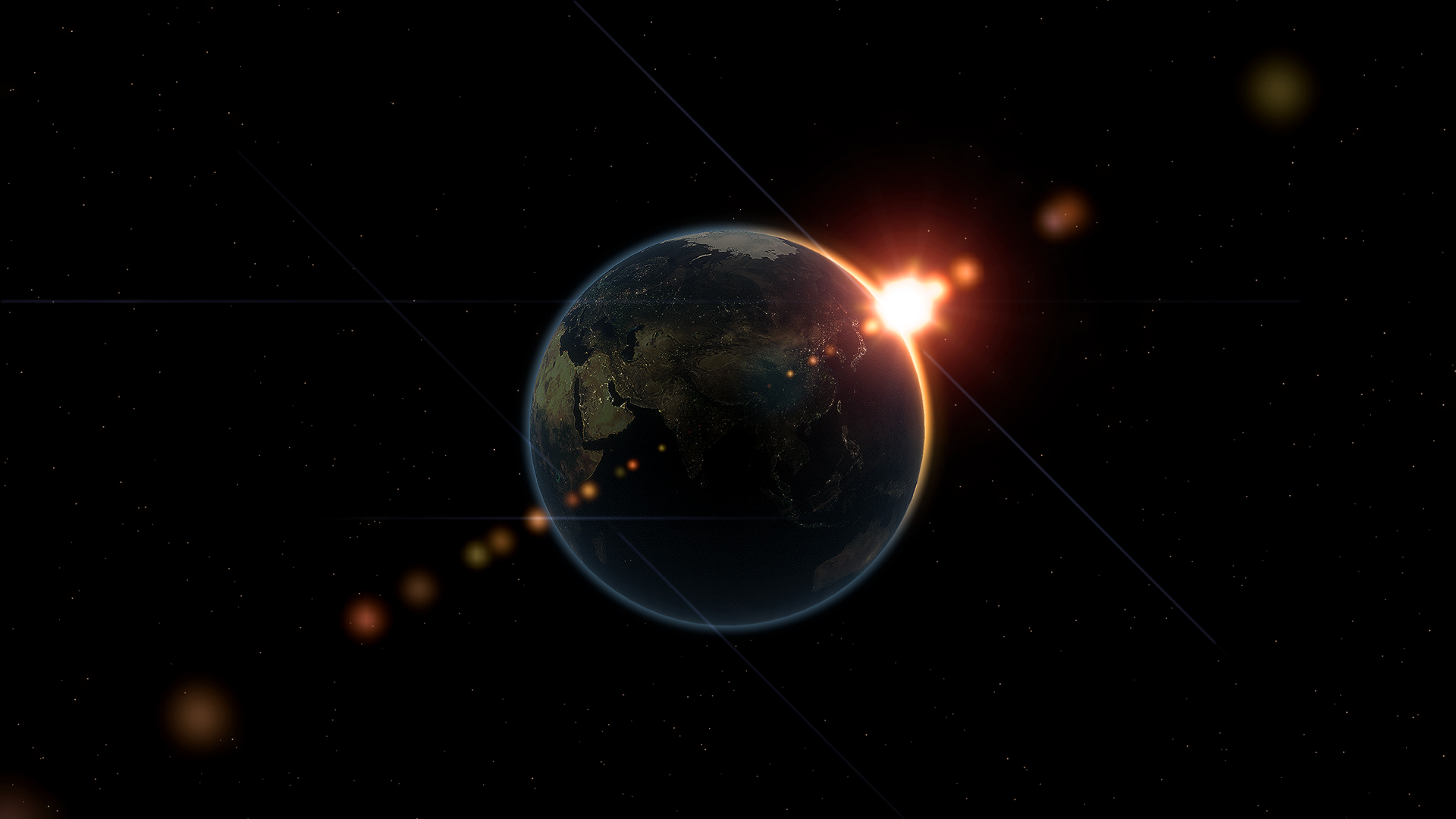
ALLOWED:



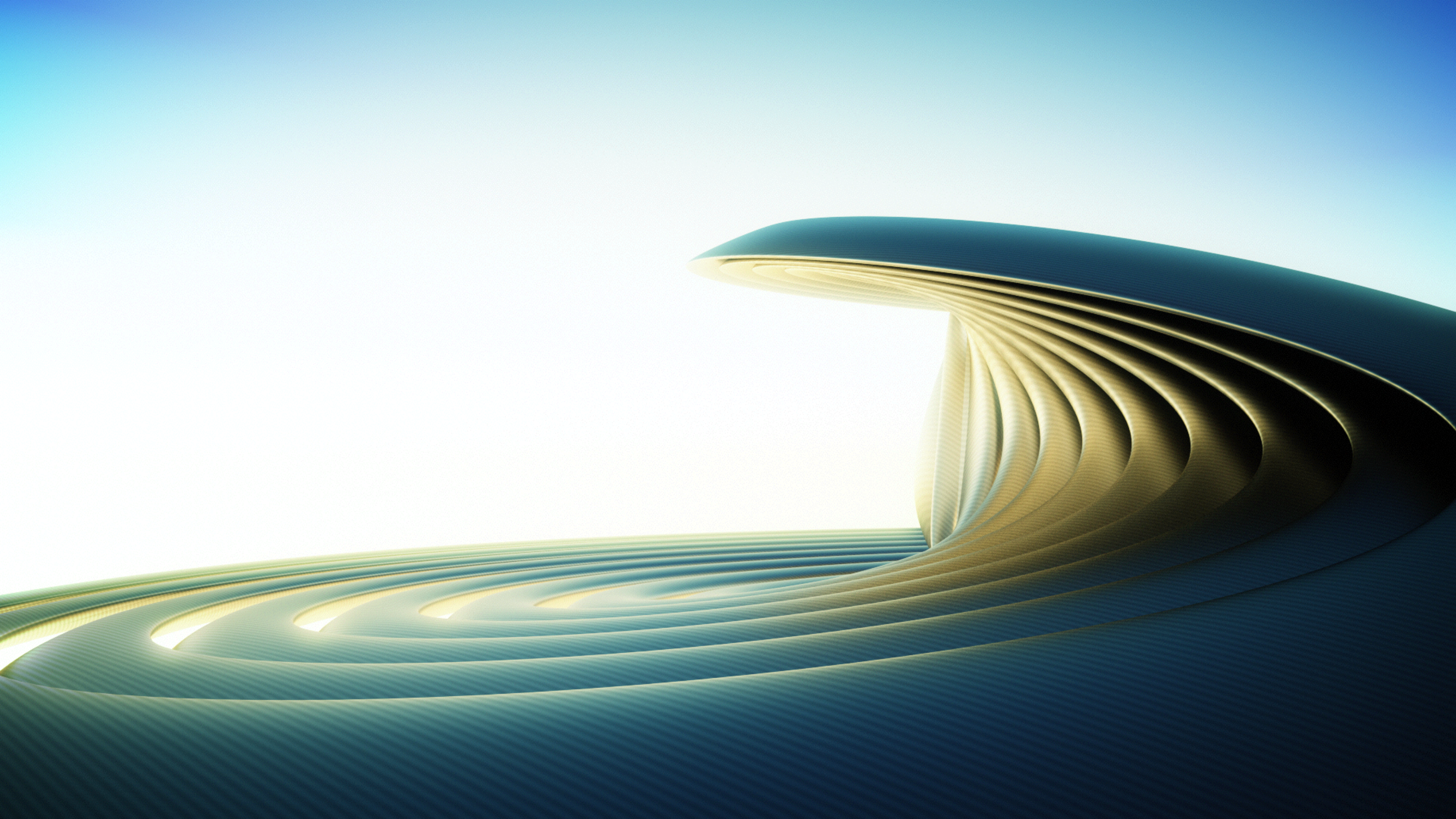
Modifiers, Effects, Curves, Lattice & Empties when not used as geometry, linked files & Python

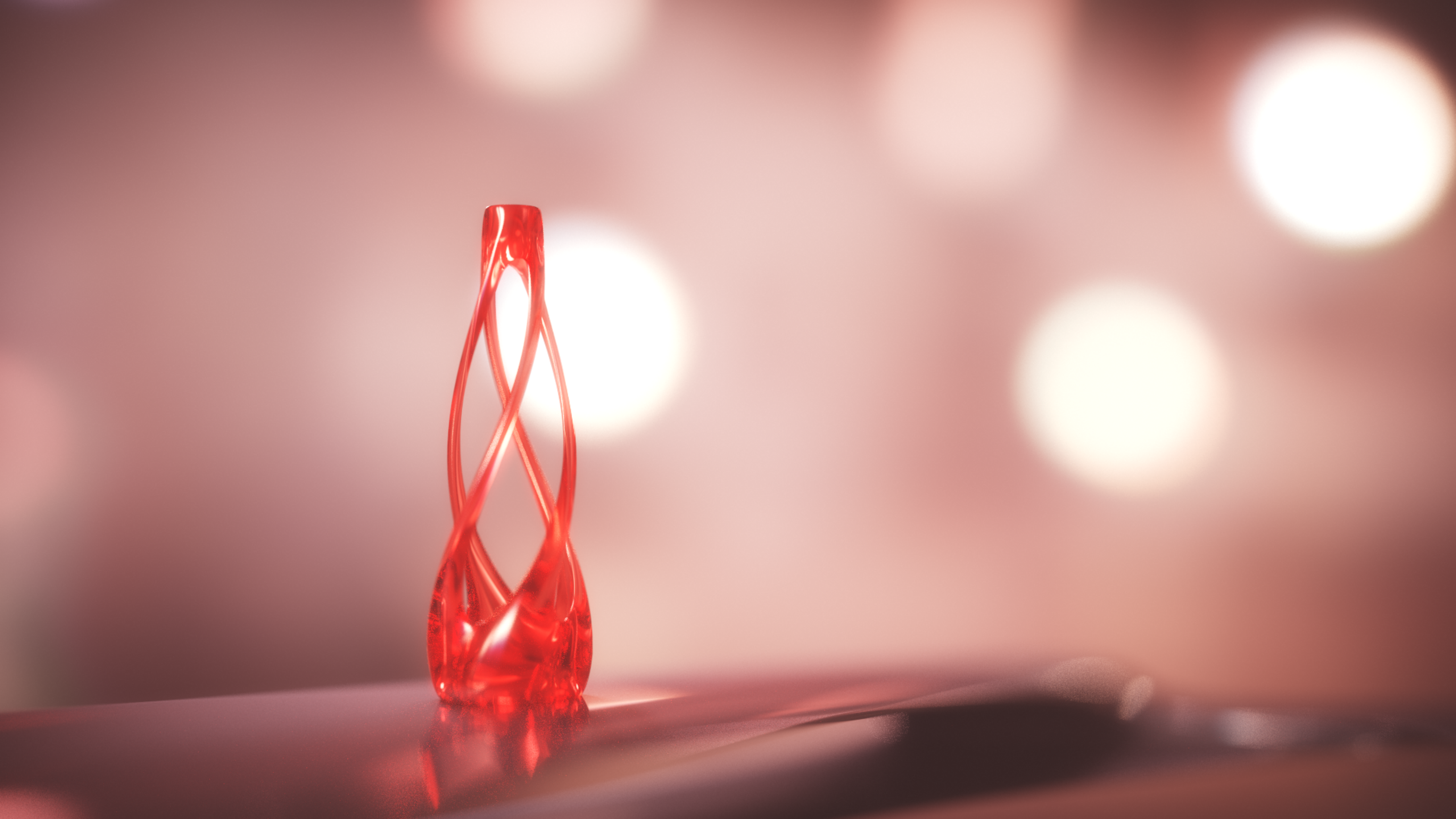


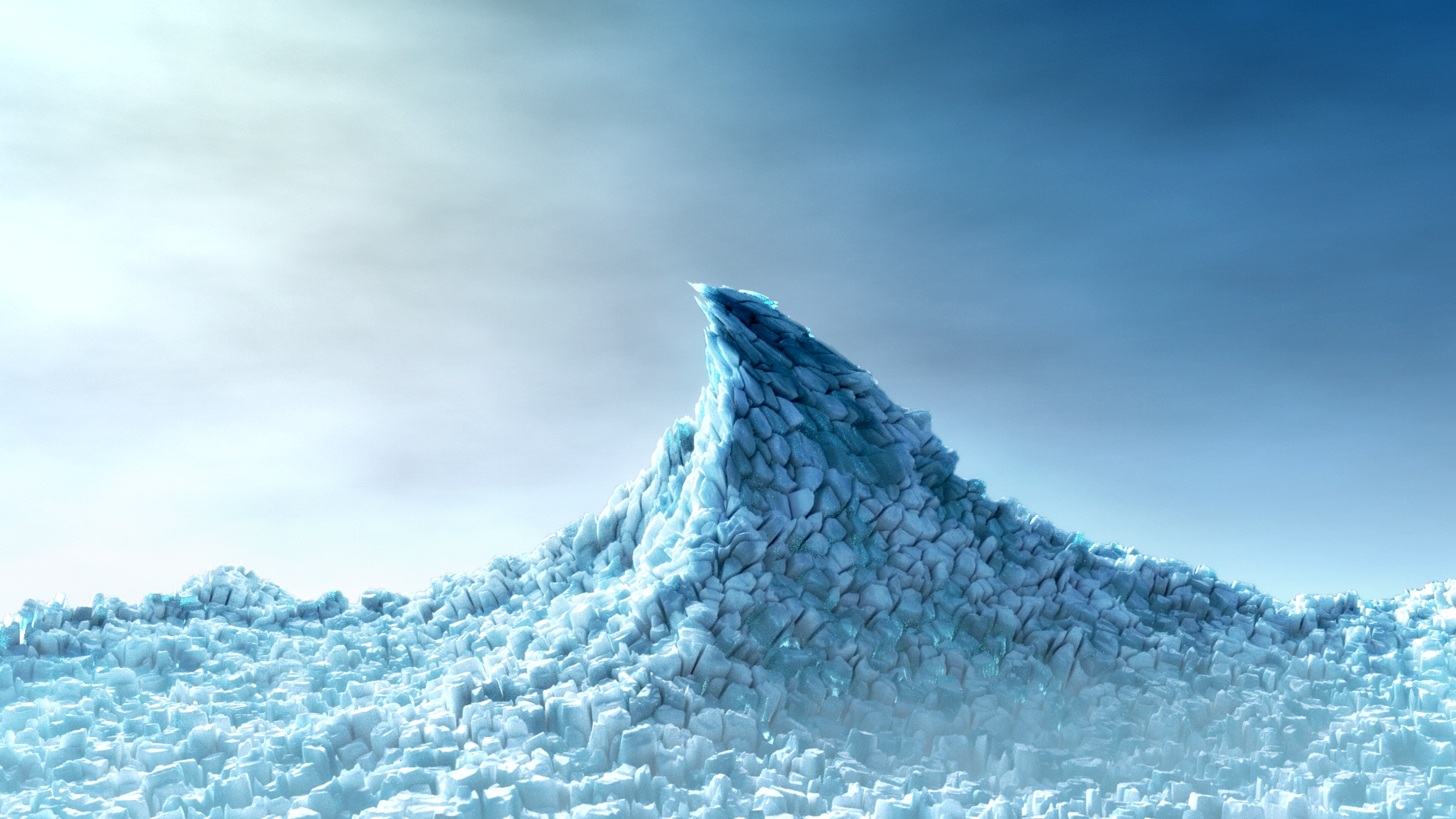












Tool

- Translate
- Rotate
- Scale
- Mirror

Edit

- Duplicate
- Duplicate Linked
- Delete
- Join
- Set Origin
- Shading: Smooth Flat
- History

Delete

- Delete Globally

Blender 2.72 Release Candidate
 Date: 2014-09-23 18:40
 Hash: eb464ee



- Support an Open Animation Movie
- Donations
- Credits
- Release Log
- Manual
- Blender Website
- Python API Reference
- Recover Last Session

View Search All Scenes

- Scene
 - RenderLayers
 - World
 - Cube

Scene

Render

Render Animation Audio

Display: Image Editor

Dimensions

Resolution: X: 1920 px Y: 1080 px 50%

Frame Range: Start Frame: 1 End Frame: 250 Frame Step: 1

Aspect Ratio: X: 1.000 Y: 1.000

Frame Rate: 24 fps

Time Remapping: Bor Cro 100 : 100

Anti-Aliasing

5 8 11 16 Mitchell-Netravali

Full Sample Size: 1.000 px

Sampled Motion Blur

Shading

Performance

Post Processing

Stamp

Output

View Select Add Object Object Mode Global

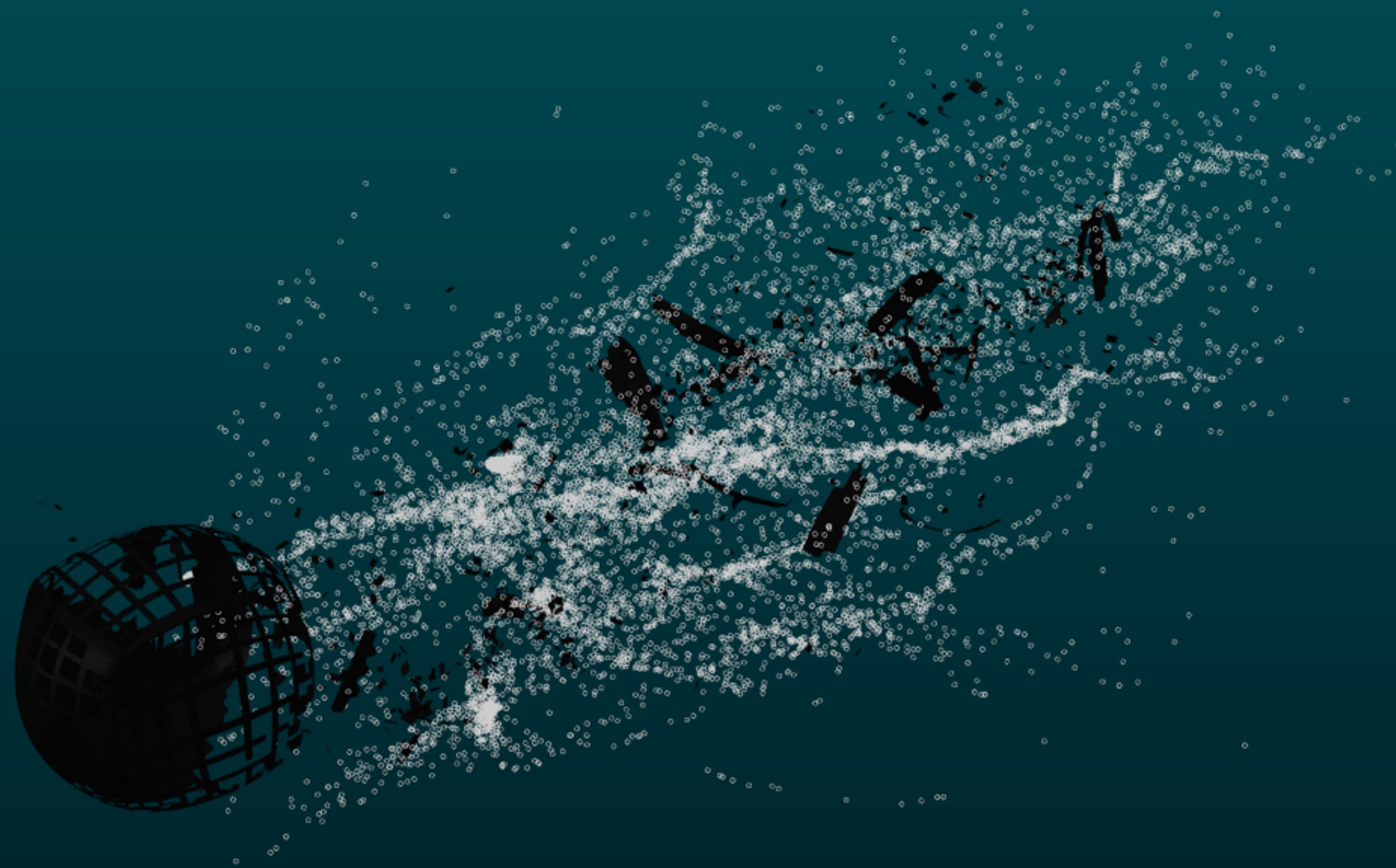
-40 -20 0 20 40 60 80 100 120 140 160 180 200 220 240 260

View Marker Frame Playback Start: 1 End: 250 1 No Sync

BREAK DOWN



BREAK DOWN

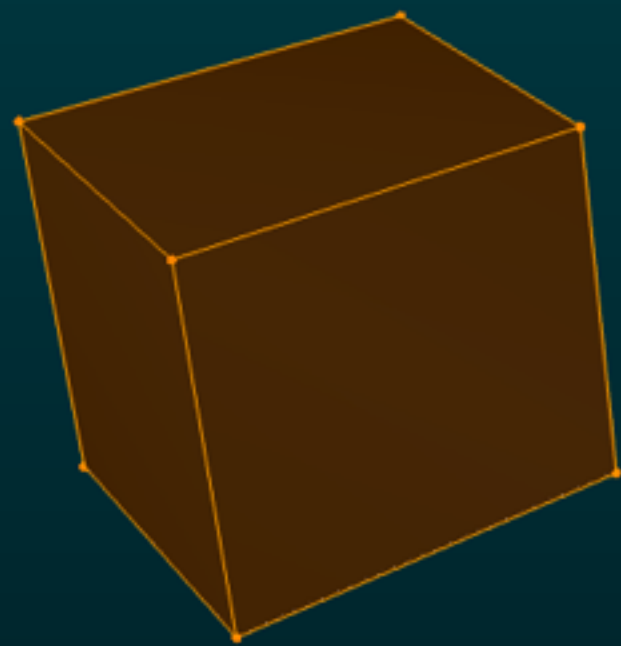


Blender 2.70 interface showing the 'Cube' object selected. The 'Add Modifier' panel is open, displaying a list of modifiers:

- Subsurf
- Cast
- Subsurf.001
- ParticleSystem 1
- Explode
- Subsurf.002
- Ocean
- Solidify
- ParticleSystem 2

Settings can be found inside the Particle context.

BREAK DOWN



Subsurf

Cast

Subsurf.001

ParticleSystem 1

Explode

Subsurf.002

Ocean

Solidify

ParticleSystem 2

Settings can be found inside the Particle context

ParticleSystem 3

Settings can be found inside the Particle context

ParticleSystem 4

Settings can be found inside the Particle context

Cube

Add Modifier

Subsurf

Cast

Subsurf.001

ParticleSystem 1

Explode

Subsurf.002

Ocean

Solidify

ParticleSystem 2

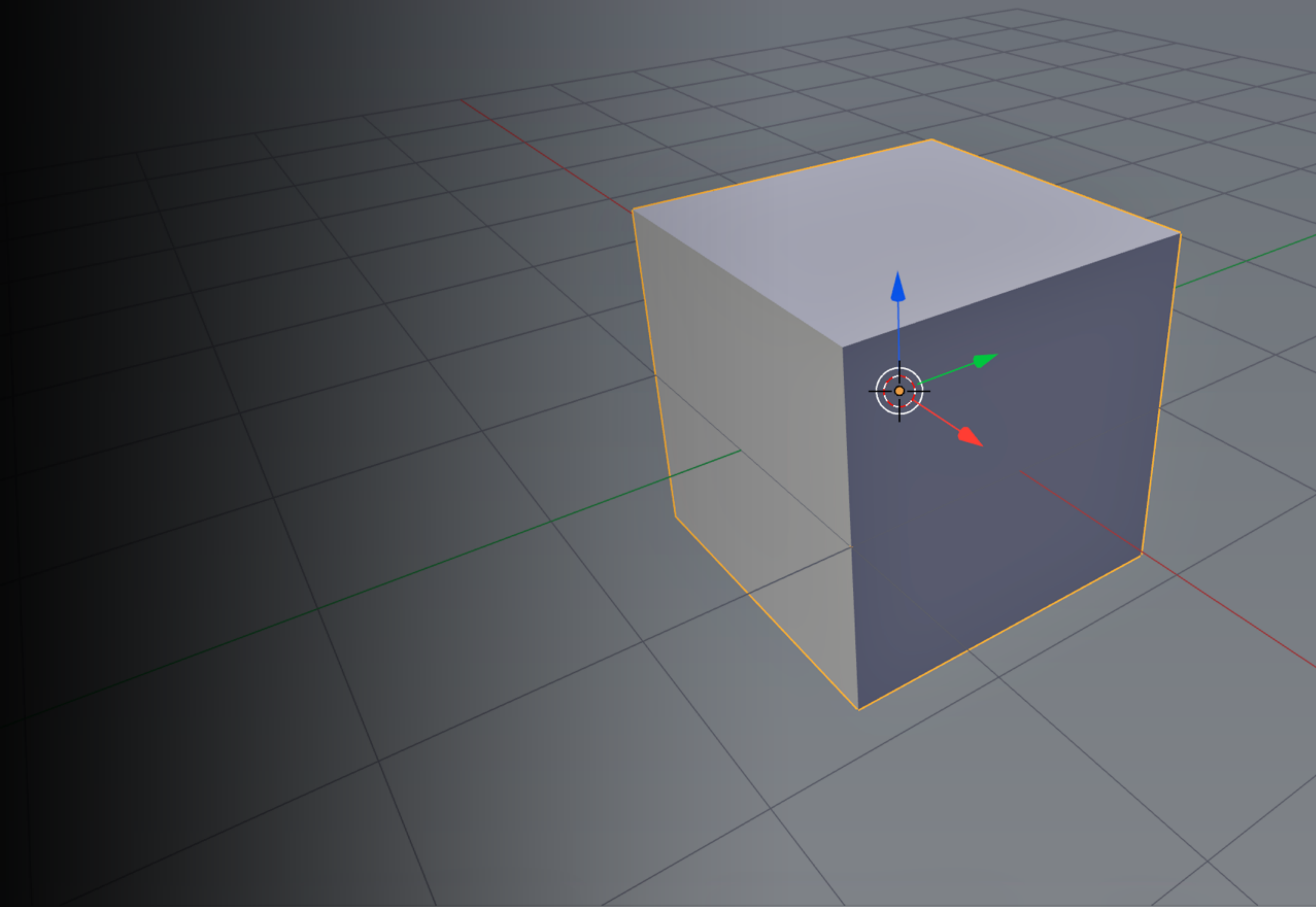
Settings can be found inside the Particle context

View Select Add Mesh Edit Mode Global

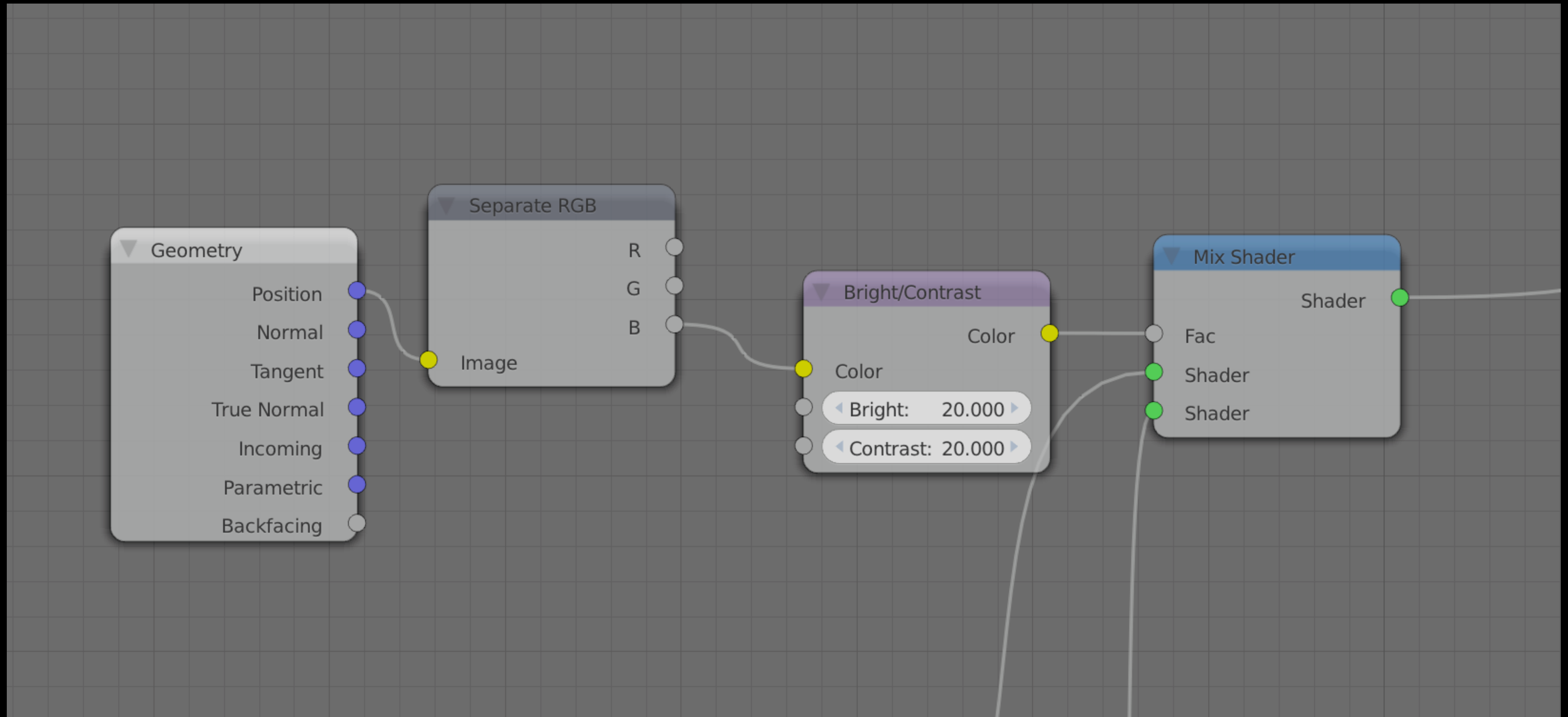
-10 -8 -6 -4 -2 0 2 4 6 8 10 12 14 16 18 20 22 24 26 28 30 32 34 36 38 40 42 44 46 48 50 52 54 56 58 60 62

View Marker Frame Playback Start: 1 End: 50 32 No Sync

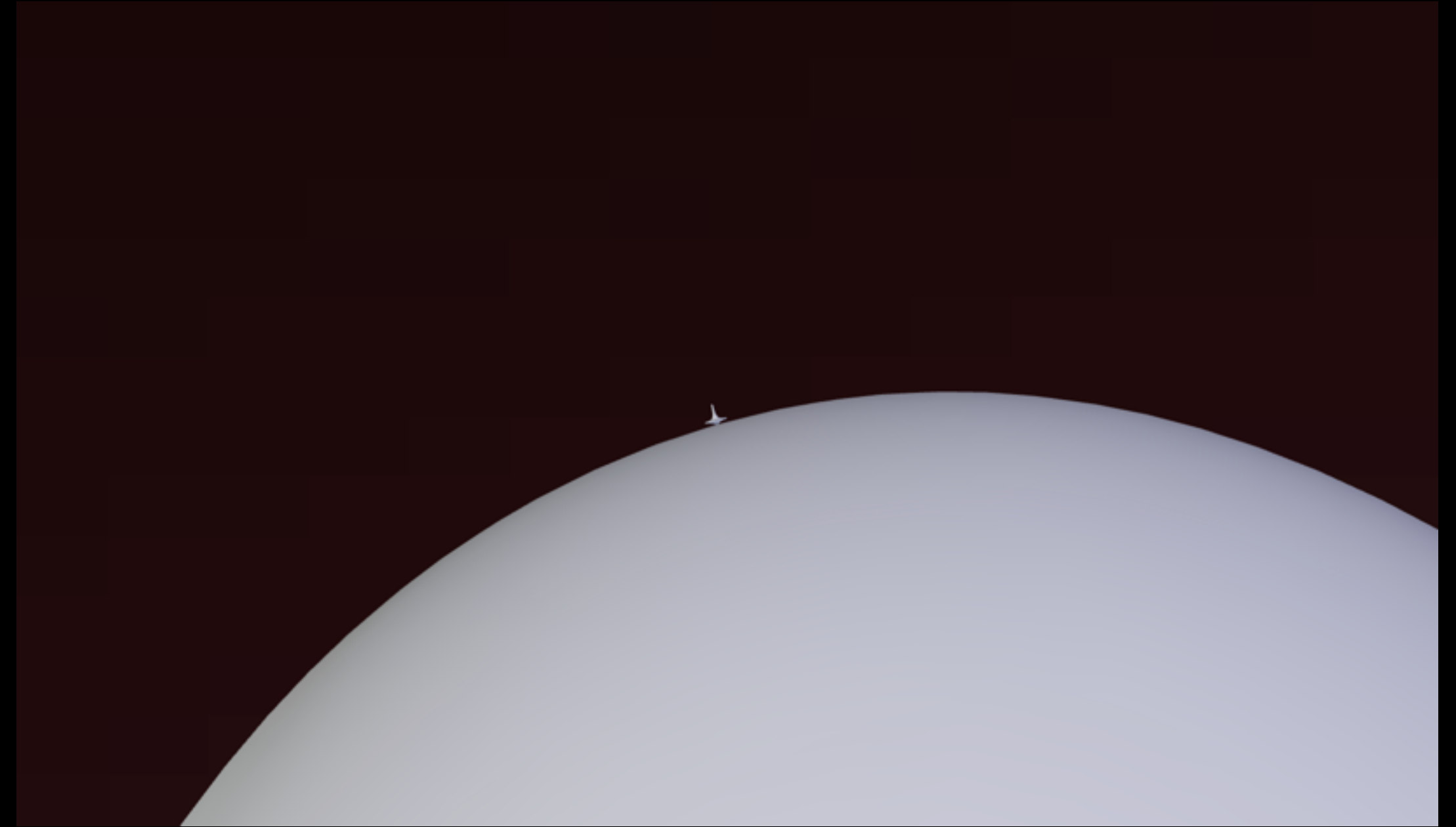
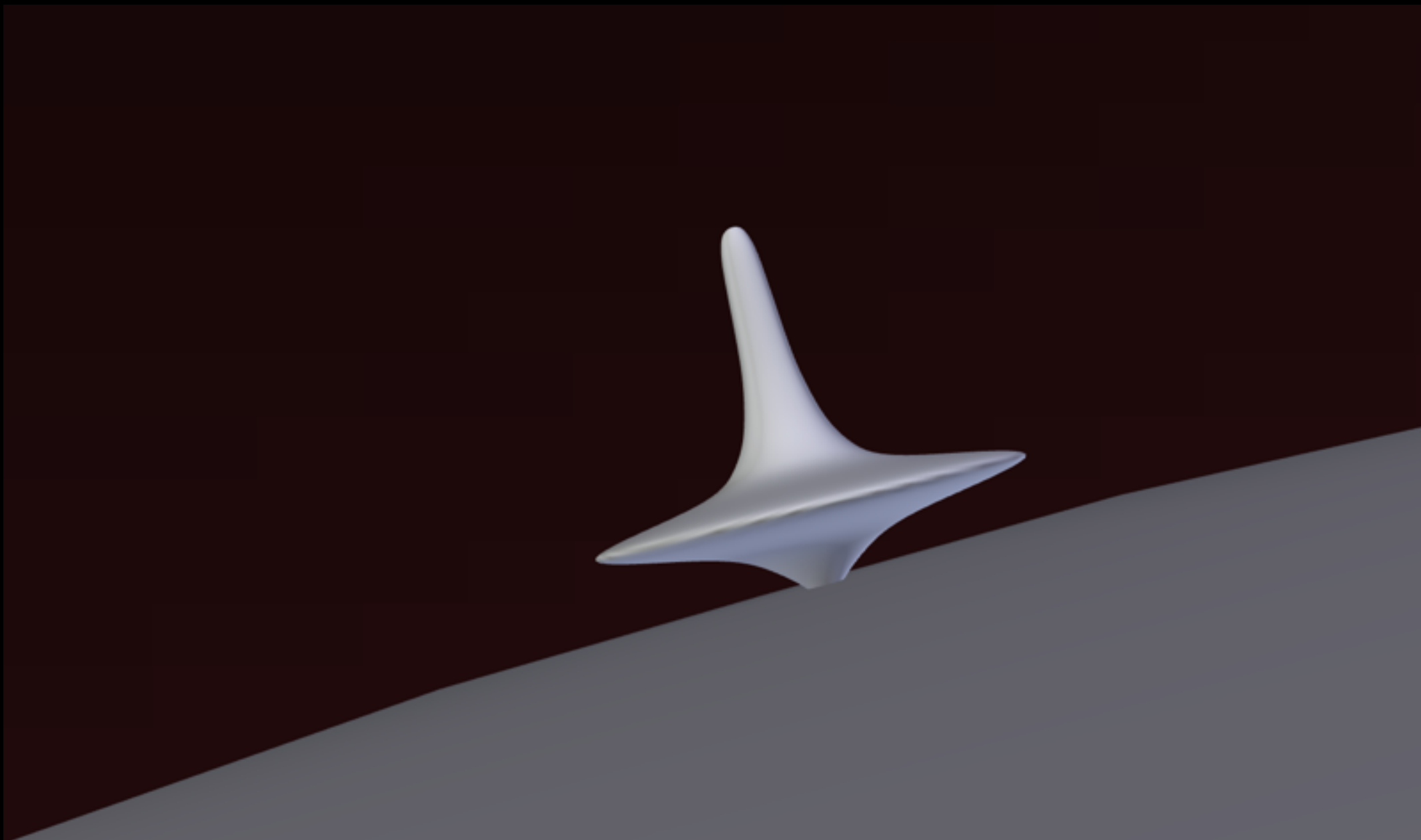
- Demo Time!



- Hacks: Use World Position as material separator



- Hacks: Use array modifier to create ground 'planes'.



TAKEAWAYS

- Making art is fun!
- Talk to other people, they are all smarter than you are.
- Share your work, it will keep you motivated.



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