

Notes from Final Tutorial U1: Methods of Iterating

What's working?

My focus has shifted and narrowed both in subject matter and approach. Rather than taking an encompassing view of my chosen medium, and attempting to contextualise it within wider culture, I have instead begun to focus more on 3D software itself. Taking this more focused approach, I have concentrated on a singular aspect upon which to rebuild and eventually widen my critical enquiry - that of textures and materials in Cinema 4D. This is vast improvement on previous weeks, in which I was too broad in my approach.

Within this fact of the software, I am exploring the relationship with meaning and materiality in a digital space through a combination of illustration and 3D modelling. I hope to combine my illustrations with found 3D scans of ancient museum items, whose textures may imbue my illustrative interventions with credence by virtue of association. It will also be interesting to see how realism, and striving for a certain level of verisimilitude within my output, will lend it more authority and value the more I improve at rendering. I will be interested to see how this develops further, and can see opportunities to use my writing skills to create fictional future narratives to accompany each finished piece. I feel this pathway is working nicely, as it caters both to my skill-level at working with 3D software, and also my love for story-telling and narrative as a former literature student.

What's not working?

My focus on contextualization and the wider cultural impact of my chosen medium has, at times, led me astray during the project. Moving forward, I am going to attempt to focus more on the making aspect of each project as a priority. For the last week of the brief, I

purposefully ignored the writing task - this is something I shall probably continue to do, as I feel my writing skills are already strong and therefore tend to overshadow other areas upon which I should focus more.

(Note-taker : Amandine Forest)