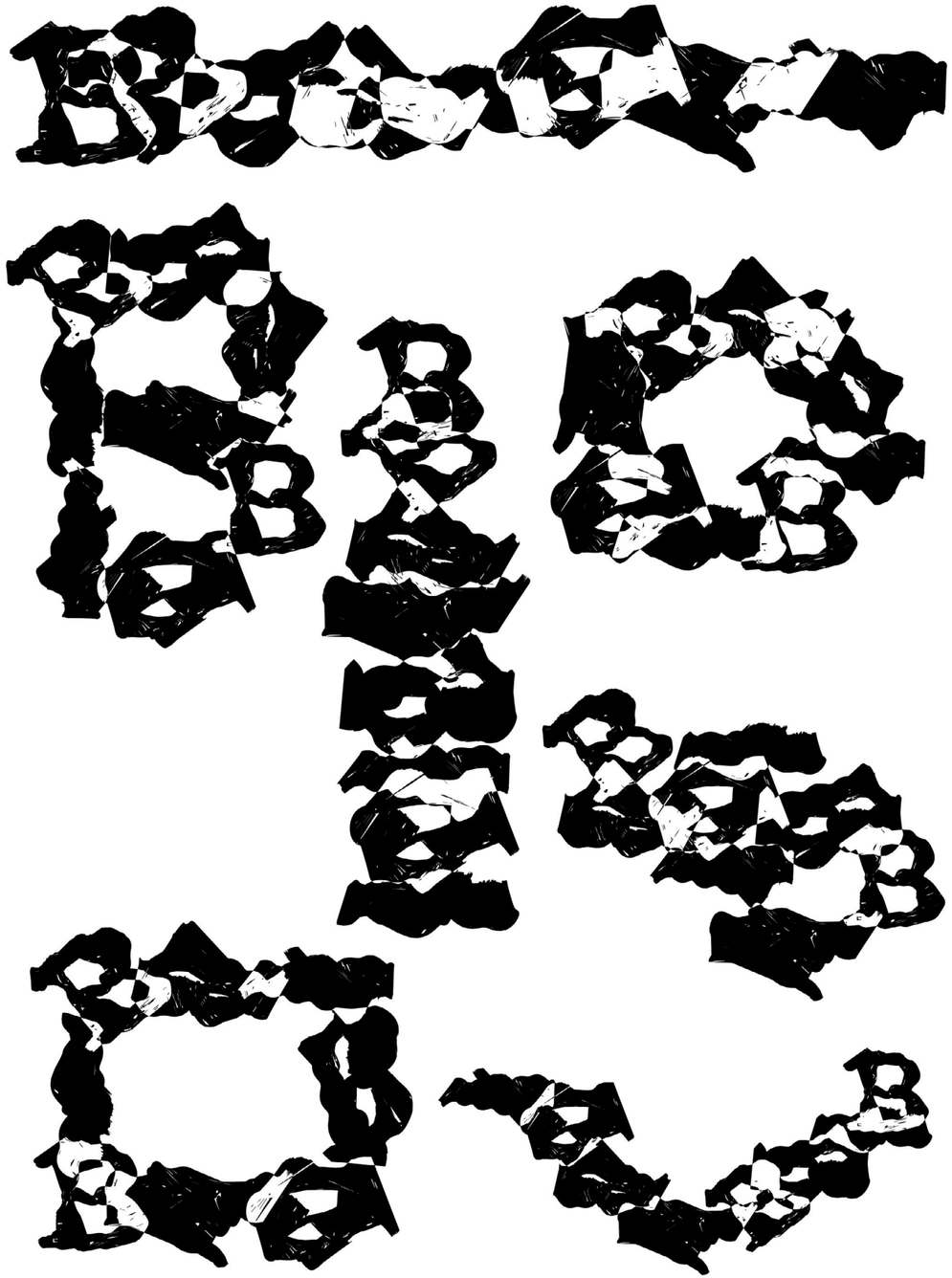
Methods of Iterating

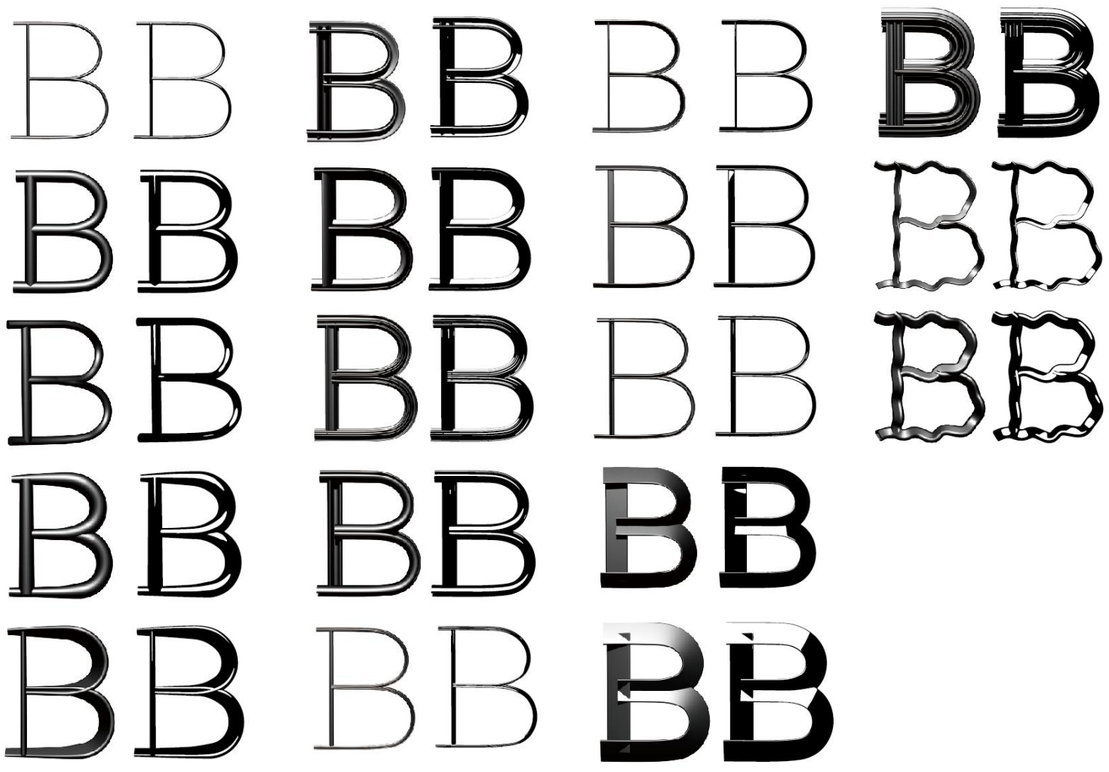
I chose the Curve Tool in Blender as my medium and tried to explore how Blender, as a 3D software, can be used in 2D graphic design. At the same time, I try to further study the conversion from 3D to 2D by means of deconstruction and reconstruction.



Iteration

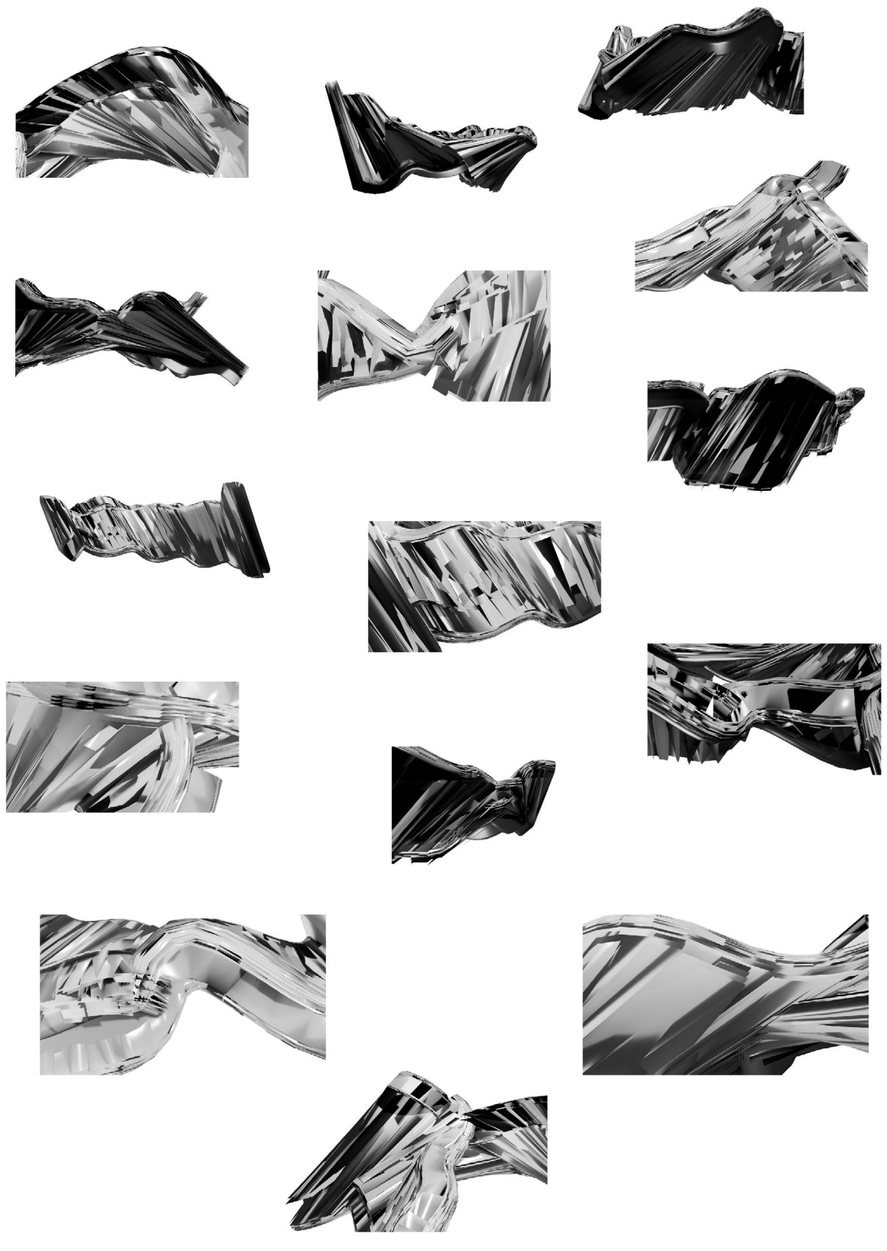
In the initial iteration I tried to use the Curve Tool to make a number of different B. But after the iteration I realised that despite generating a number of B they looked substantially very similar.

So I tried to make more exaggerated shapes with the Curve Tool and made different letters.

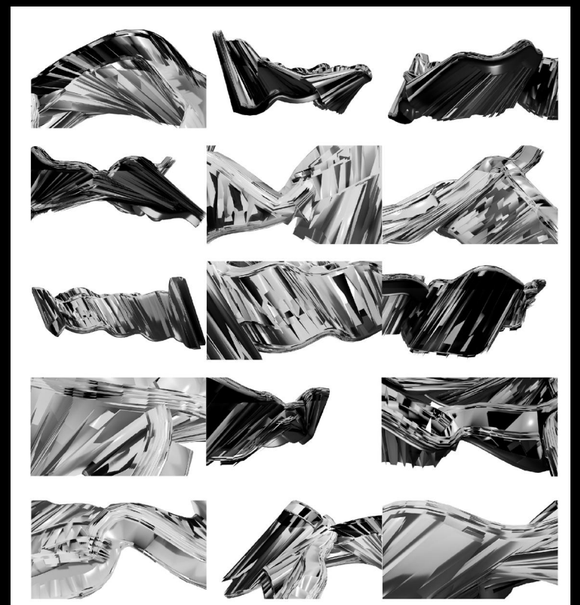


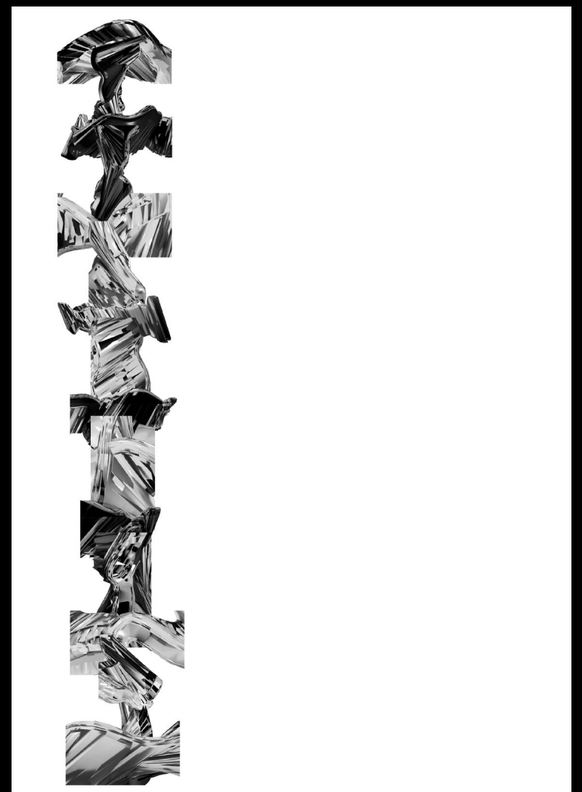
Experiment 1 - deconstruct and reorganise

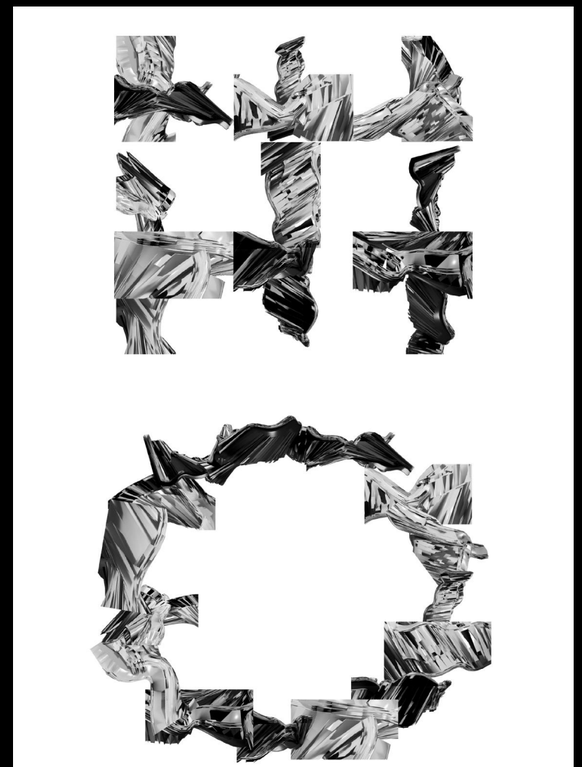
After observing the letters I made, I found that since the letters were modeled in 3D software, they took on completely different shapes at different angles. I chose the letter B as my subject and tried to deconstruct it by taking different fragments of it from different angles.



Then I tried to reorganise the pieces and form some new graphics. These new shapes might be called the letter B, because they are made up of pieces of B, but they are not B.

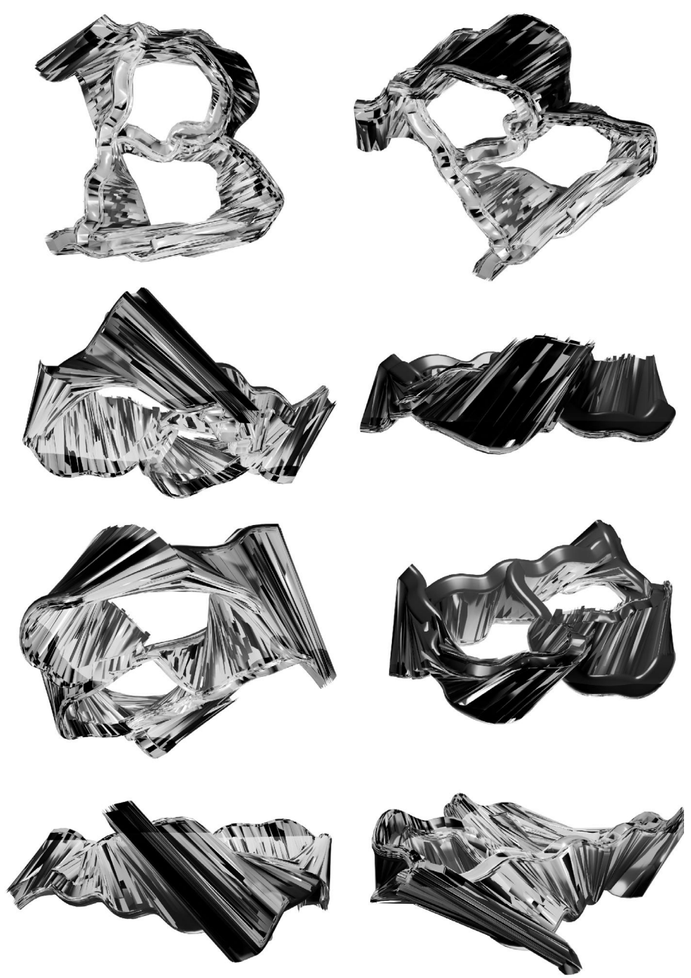


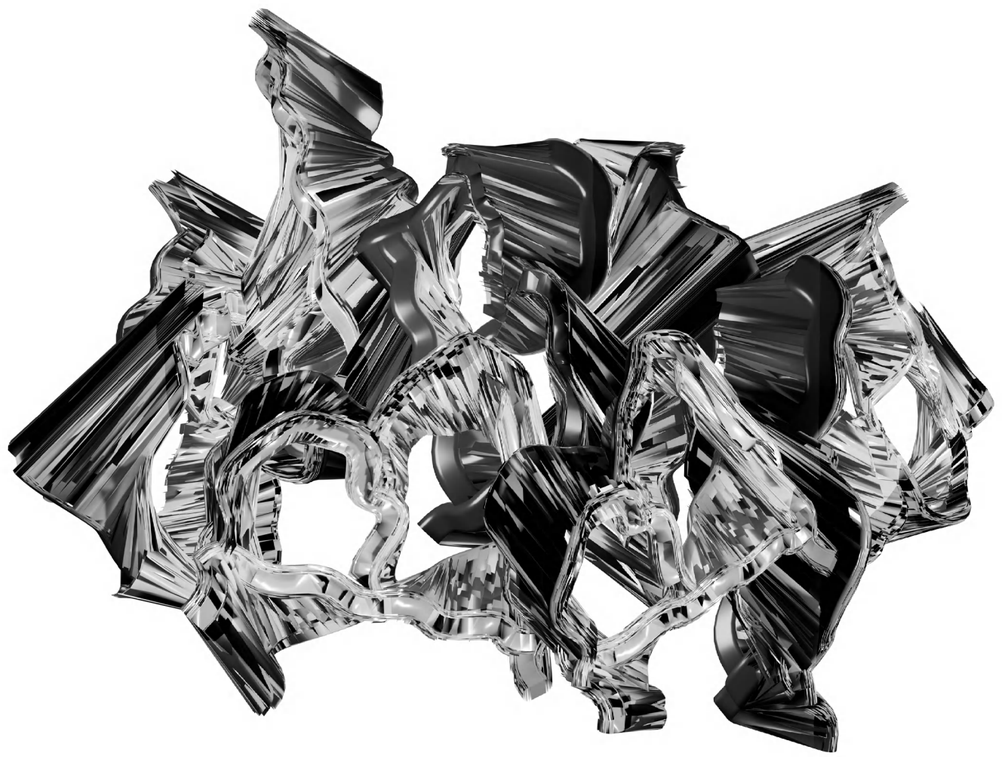




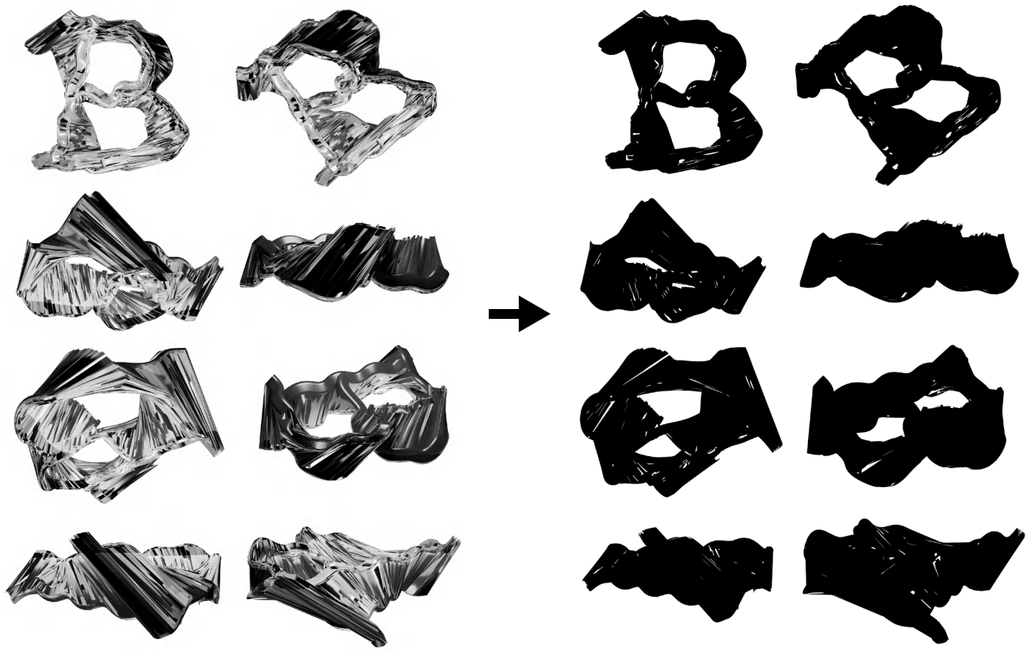
Experiment 2 - reconstruct

After looking at the details of the letter B, I wanted to move on and try to look at the letter B as a whole. So I exported pictures of the letter B from various angles, and then tried to combine them to reconstruct a 3D B.





Since the picture exported from the 3D model still shows a 3D effect, I tried to eliminate the light and shadow of the picture and only retain its basic shape to make it look completely 2D.



Then I tried to connect different B's together and use the Difference Set Effect to turn them into a whole, resulting in a variety of B combinations of different shapes.