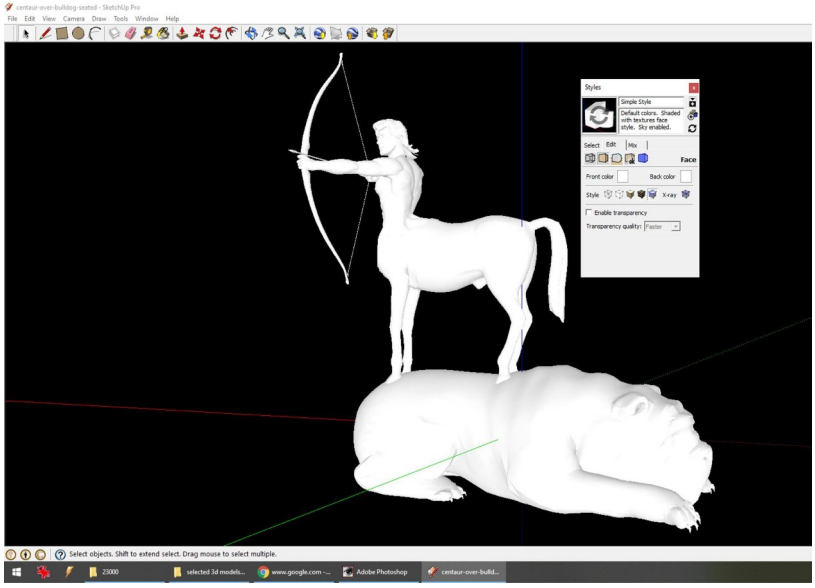


Fig.195 Screenshot of the software I use to combine 3D shapes. Since the beginning of the project I managed to assemble a rudimentary toolbox. My outdated software are however light to handle and give fairly good results for my objective although by now people are used to more polished results and have a hard time looking through my data.

CLOUDS 03

As part of the morning update of my project I recreate a shape I have previously detected in a cloud. In order to do so I use an old 3D program of which I collected 1000 free models. As the open-software era came to an end, I was just in time to get all that I needed to pursue my work. Later on I did try to upgrade some of the models but it became impossible to use them in my program. I then accepted the challenge to pursue this work using the same models. As in other works then I not only adhere to the same methodology but also to the same technique, managing an interrupted continuity which also enables me to focus without getting distracted to improve it. When recreating the shapes I have observed in a cloud I am likely to combine two models. Once the models are combined I set the textures to monochrome white and removing any sun shading I set a black background. Doing so I recreate a cloud which has some resemblance to an antique marble sculpture. Later, I orbit it in search for the best perspective and after zooming out to include the whole model I take a screenshot and edit it in an image software removing all the rough contours of the more polygonal models and resizing the image to a height of 600 pixels and a width of 1250 pixels.