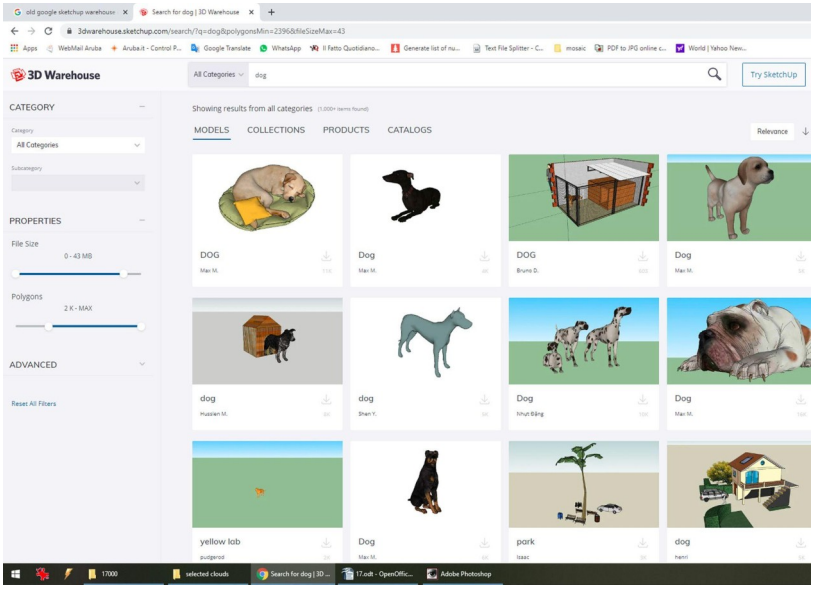


Fig.200 Screenshot of the on-line warehouse of 3D models I later dismissed after it became no longer public and free to use. If users were eager to share their models for free it was a ruthless elite of capitalist-minded individuals who enforced a whole new system by which people have to subscribe to this or that platform as if in a digital kind of feudalism.

CLOUDS 08

While the 3D models I use are rather low in quality, I can instantly render the shapes I observe in clouds scaling and moving them in relation to one another. The only times I cannot do so and get stuck in the process is when I use high-definition models. Those are too big to handle and I just avoid using them. On the other hand I avoid models that are made with a low polygon mesh. Also after the software I use was sold to a third party company not only models became accessible to paying customers only but all models with nudity were censored. Not only then this privatization of a common on-line space was suddenly outsourced for making money but also all the more spontaneous 3D models disappeared in favour of a rigid palette tailored for professional people only. This privatization of tools that were free for people to use has been absolute. To my knowledge there are no longer platforms that are left open and to my experience those who like me still use free programs have an increasingly harder time to do so. While we could be content with our toolboxes, operating systems keeps on challenging our tools at every singe updated. Much time is wasted trying to use an old tool in a new system and soon enough digital artists like me may give up altogether.