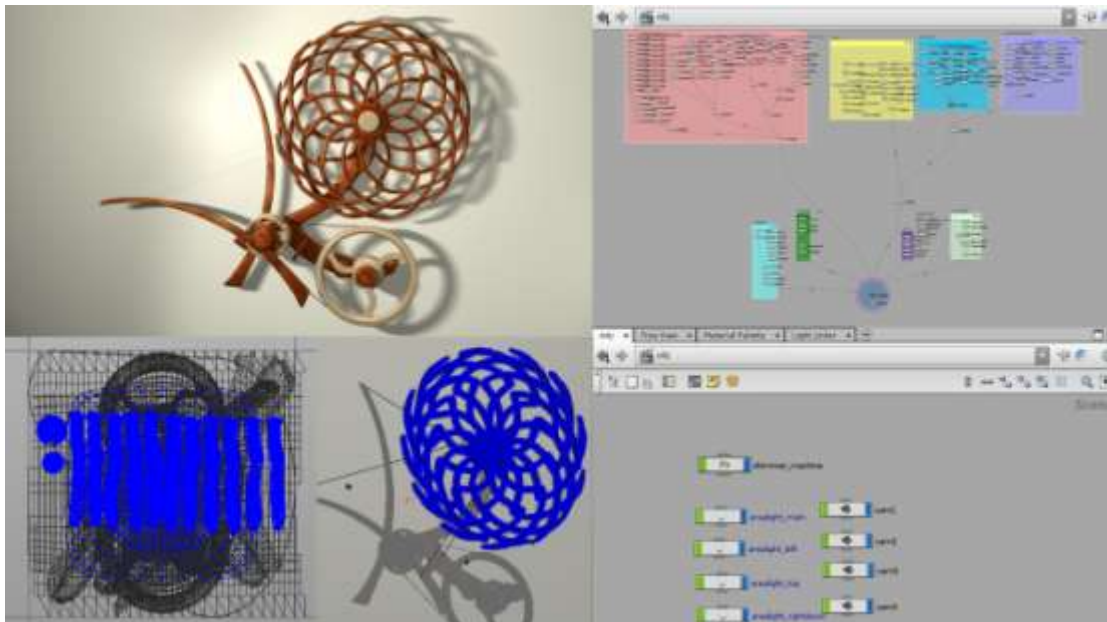
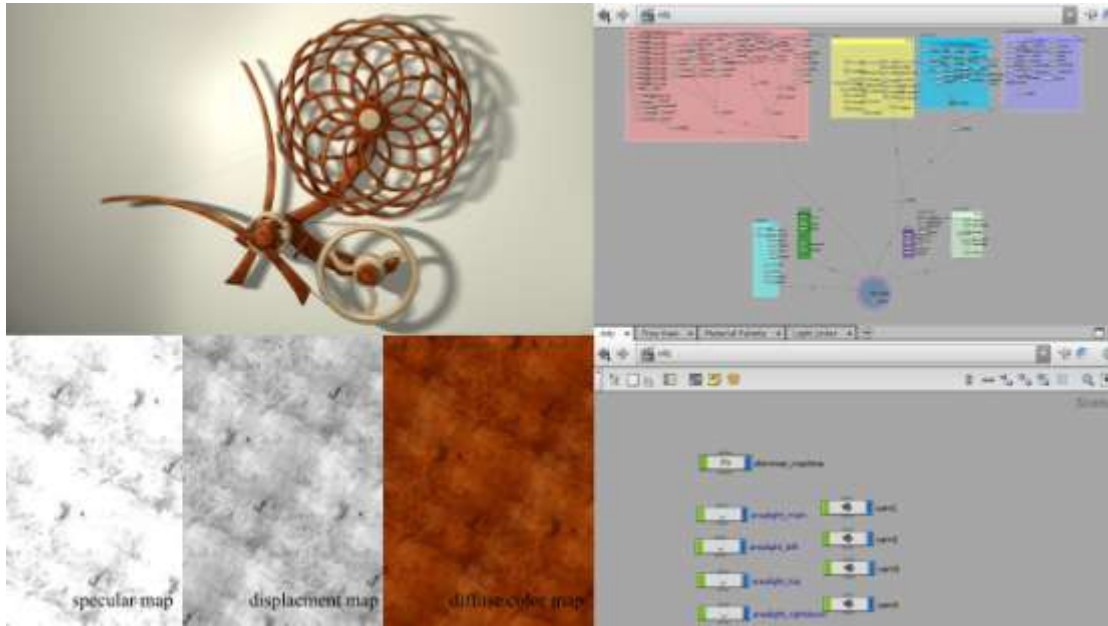


In this project2, I produce a wooden kinetic machine. The concept of this project comes from an American kinetic artist, David C. Roy and his brilliant work—Shimmer.

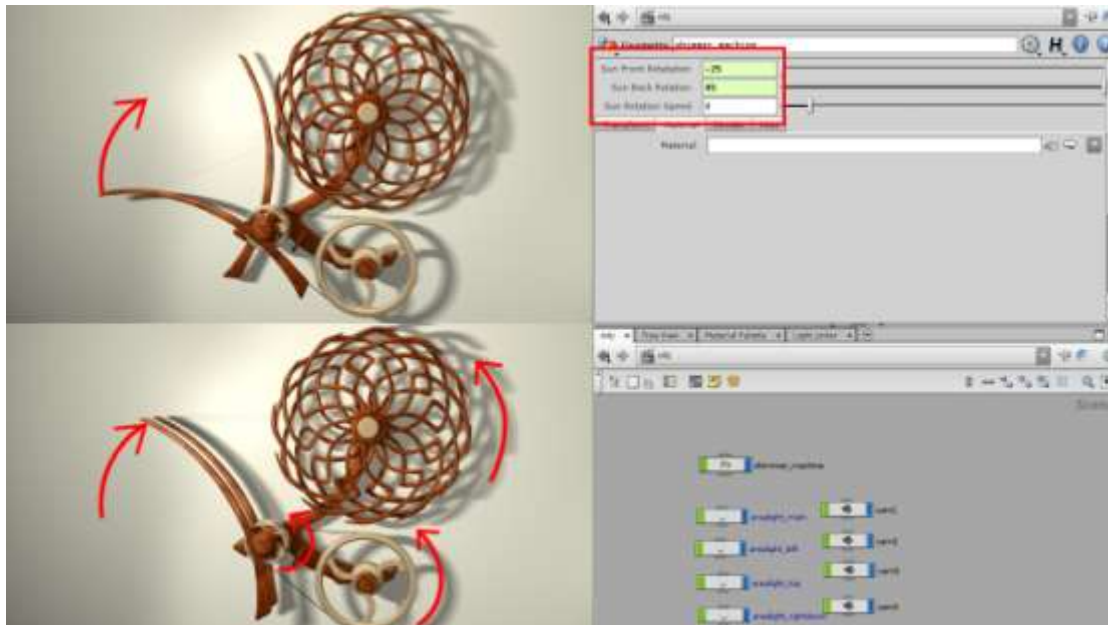


I use houdini modeling tools, such as extrude, to create the components of this artwork, and define the UVs. Then in Photoshop, I paint different texture maps (diffuse color, displacement, and specular) for the materials.





By using stamp and expression in Houdini, I am able to set up a variable which can be shared by different components. Sun Front Rotation is a customized and main variable that controls the whole movement, and other components follow its value. Sun Rotation Speed controls the rotating speed of the sun-pattern component.



The white wire model is created by a CV curve, circle, sweep node, and skin node. I use "point" function in translation to glue the tip cv point to the wooden stick, so the wire model is able to follow the the movement of the stick.

