



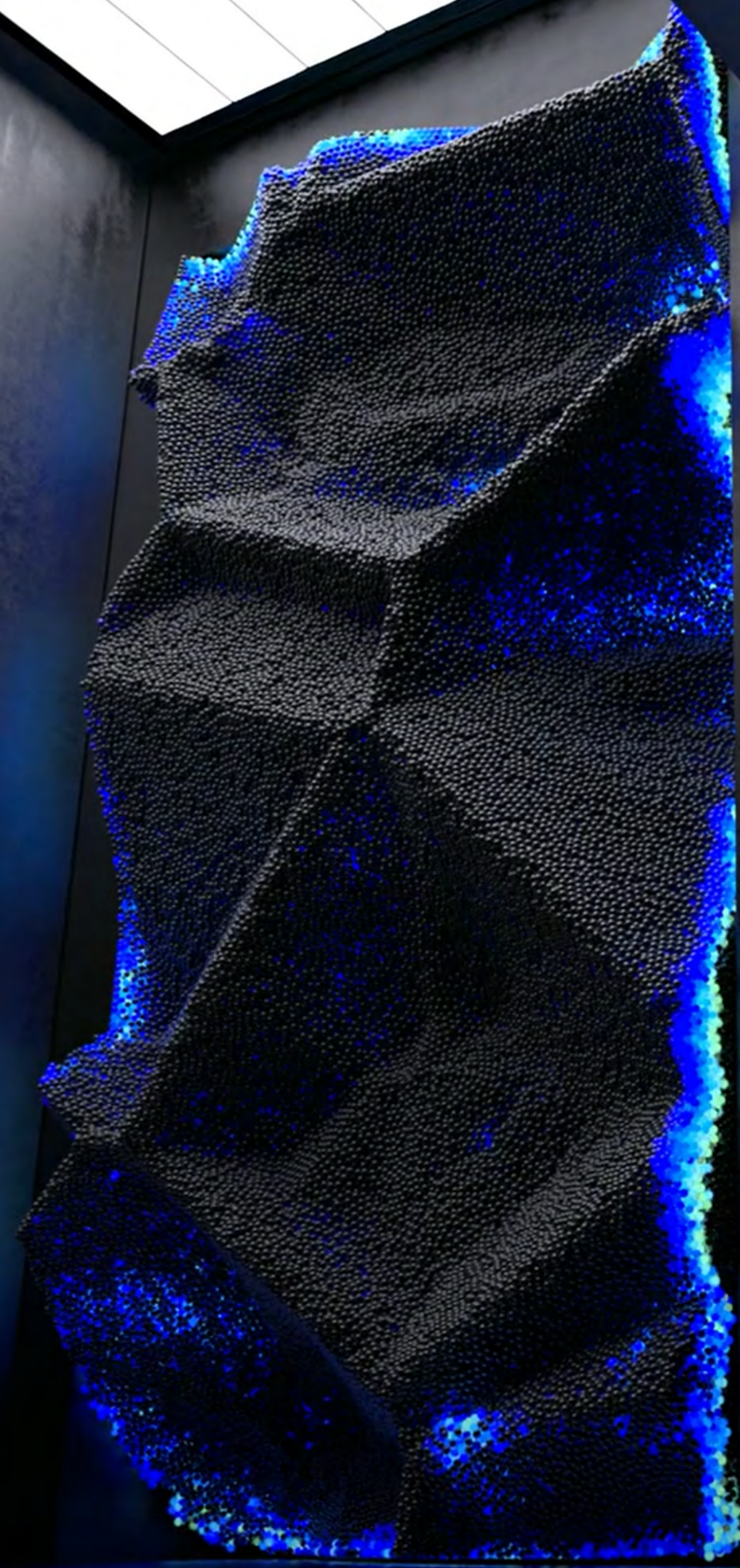
**Week 8 Related work**

The background features a digital landscape composed of numerous small spheres. These spheres are arranged into several jagged, mountain-like peaks of varying heights. The spheres are primarily dark grey or black, but the lower slopes and bases of the mountains are illuminated with a vibrant blue and cyan light, creating a strong contrast. The sky above is a light, pale blue, with a series of thin, dark lines radiating from the top center towards the edges, resembling a grid or a stylized sunburst. The overall aesthetic is clean, modern, and futuristic.

# Computations

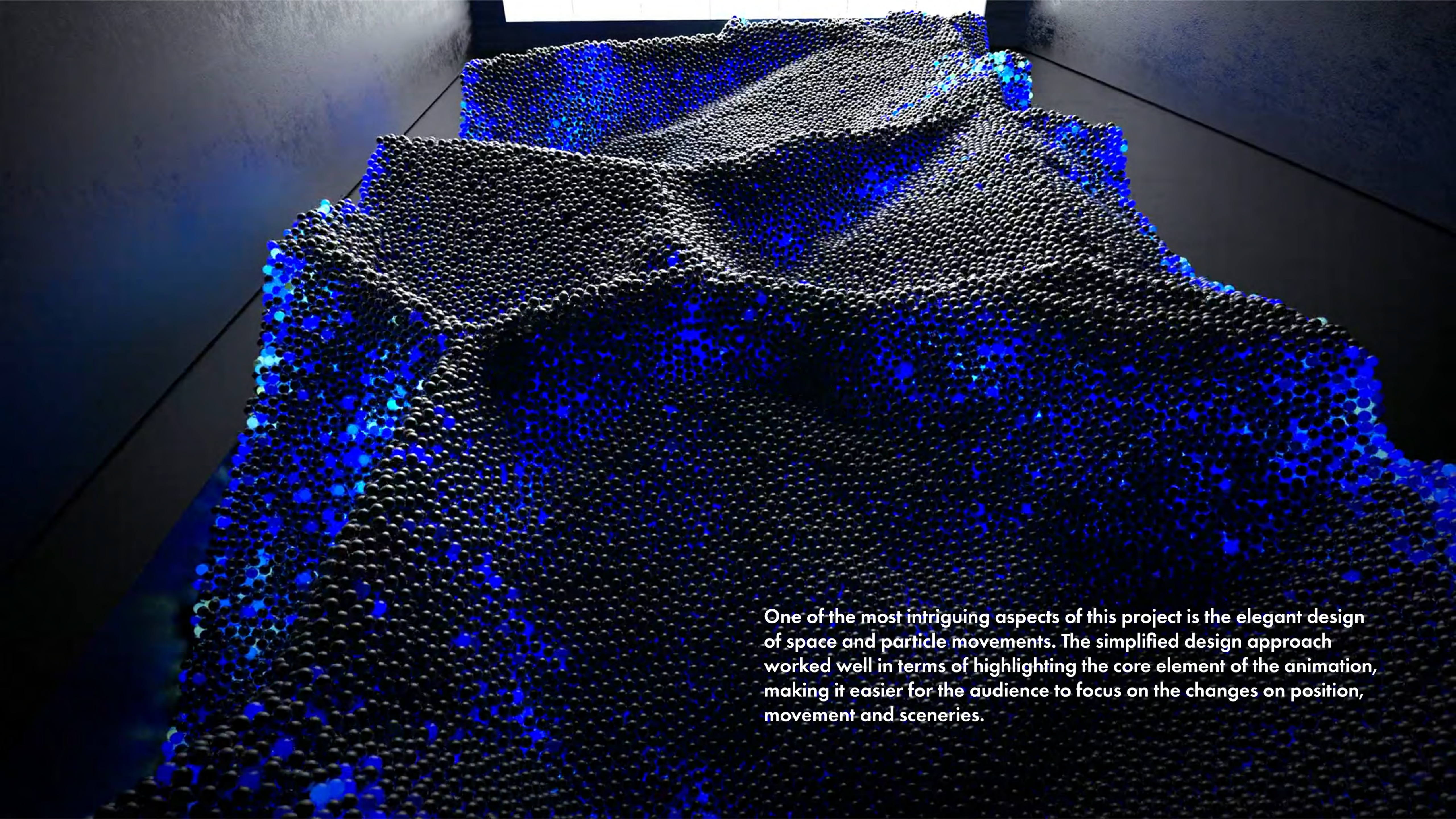
Art film by Maxim Zhestkov

▶ [LINK](#)




Computation is an experimental 3D art film by Maxim Zhestkov.

The project explored the physical concept and boundary of computers in the future. By using particle systems, Maxim has created a possible form of physical machines. The consistent design and animation for particles have shown the operation of the devices abstractly.



One of the most intriguing aspects of this project is the elegant design of space and particle movements. The simplified design approach worked well in terms of highlighting the core element of the animation, making it easier for the audience to focus on the changes on position, movement and sceneries.



This work also challenges the existing concept of our understanding of daily objects. We might have been so used to the devices, User Interfaces and other objects based on our experience, that it could be challenging to realize that everything is continuously evolving through time.

