Portfolio

Dominic Matthews

Codex

Blender

1. Neon Discord Logo

The first thing I ever made in blender; I was inspired to make this after seeing a video on YouTube where someone redesigned his desktop icons.

After numerous attempts and many hours of experimenting I finally managed to change the material and shading to the point where I was satisfied. It is now the logo of the discord server I run with my friends in South Africa.

2. Rose in Glass

This render was inspired by my discovery of the glass material during the Discord logo project. I wanted to see how Blender would handle light refraction in a glass sphere.

To add a little flair to the project, I decided to try and embed a simple rose in the sphere.

This project is also the one that got me ultimately hooked on working with blender. I have never held my own drawings and paintings in particularly high esteem, save for one or two projects, and in Blender I saw a way to express my creativity without being limited by how well I can draw or paint.

3. Crystal Field

This render was an experiment on three fronts. I was trying to figure out how to procedurally generate a hilly landscape, and then how to add grass to said landscape. I also found a way to create pathways on the landscape where grass would not be added.

Additionally, I wanted to create a crystal material that would procedurally deform any object, as opposed to simply stretching the divots and cuts as an object was changed.

The inspiration for what I eventually created was twofold, the shire from Tolkien's "The Lord of The Rings", and the crystal caverns from Netflix's "The Dark Crystal"

4. The Temple
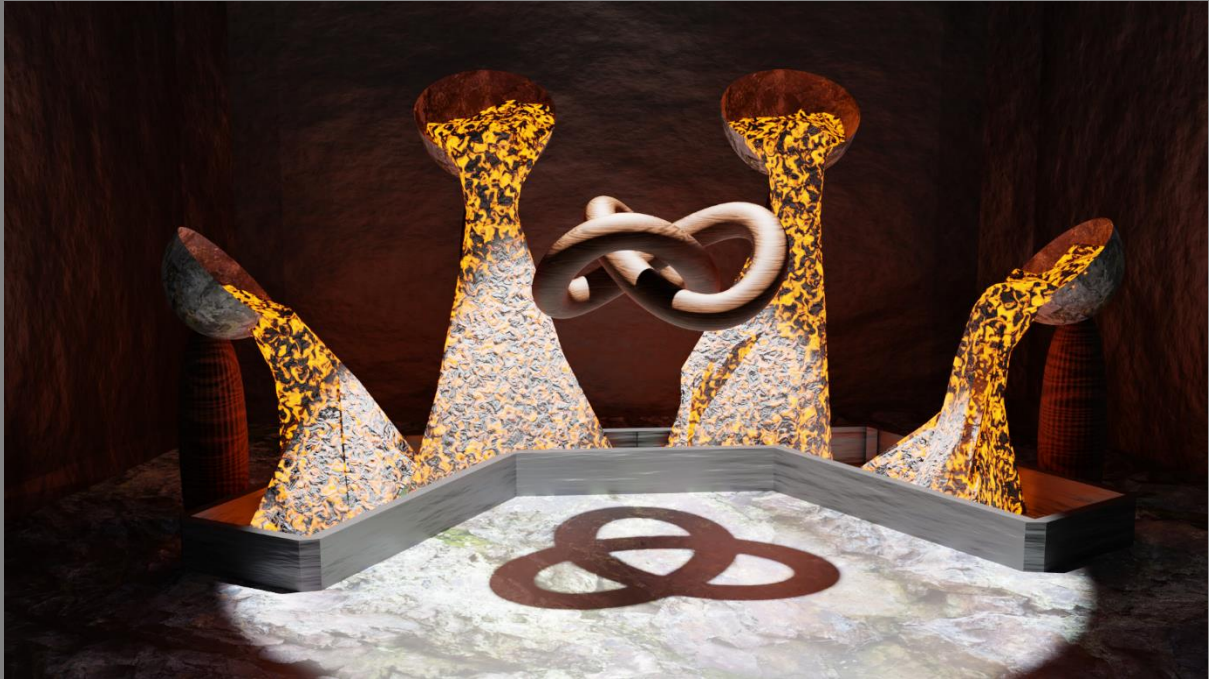
After recently playing Skyrim again, I was inspired to try and create my own version of a part of a dungeon, or dragon priest temple.

It was during this render that I started experimenting with lighting and trying to create semi realistic flowing lava.

Additionally, I tried to create work-arounds for the limitations imposed by Blender's cameras, and in doing so decided to create an approximation of Skyrim's "word walls" to create a background for the lava braziers and the floating torus knot.
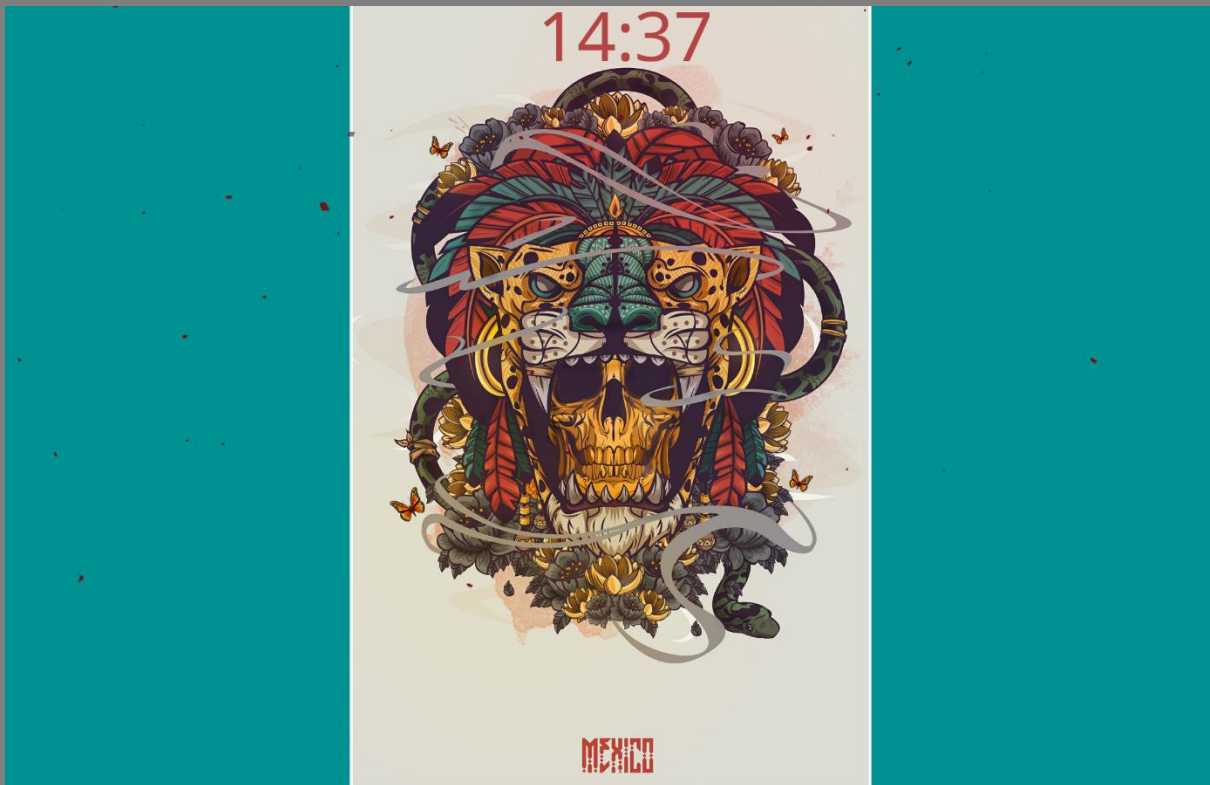
PC & Wallpapers

1. My Desktop PC

I built this desktop PC when I first moved to Germany in 2019 and have continuously upgraded it ever since. With money I had saved from working as well as Christmas and Birthday money, I had a very concrete budget and sought to build the most powerful PC I could.

Using an octa core Intel i9-9900K CPU clocked at 4 GHz and an RTX 2060 it runs almost anything I can throw at it with a steady 75-144 frames per second. Additionally it has 16GB of DDR4 Ram and 4.5TB of storage space split up into a 500GB NVMe SSD, a 2TB SSD that holds my OS and most other software as well as a 2TB HDD that holds other software and files that don't need to be accessed regularly or quickly.

It taught me the joy of building computers and is the reason I Have built computers for a few of my friends and my brothers.

2. Wallpapers

Using artworks I find online, in particular from a Mexican artist who calls himself Pequeño Capitan, I create live wallpapers for my desktop and for my friends. Out of respect to the original artists I do not publish these wallpapers to the Steam workshop.

The pictured wallpaper includes a simple clock, and an ash particle system that I colour swapped so that it complements the artwork in the centre.

I toned down the saturation of the cyan layer in the background, as I found it to bright to look at at night.

Paintings

Skateboard cutting board

I painted a Día de Los Muertos inspired skull on a broken skateboard I got from a skate shop. I plan to set it in food safe resin and attach that resin cast to two pieces of wood to create a personalised cutting board.

I love to cook and having nice looking kitchen equipment really boosts my creativity and drive to create dishes that are beautiful as well as tasty.

Creative Technology

Spider-Man: Into the Spiderverse

"Spider-Man: Into the Spiderverse" is a great example for creative technology being used in the film industry. This movie looks spectacular whilst being completely computer animated. This was achieved by allowing the artists to animate the movie at 12 frames per second instead of the usual 24, and then jury rigging the pipeline so that interpreted the completed frames properly.

This creativity in working around the constraints of the technology at hand created one of the most visually stunning films of the year, if not the decade.

Feed Music
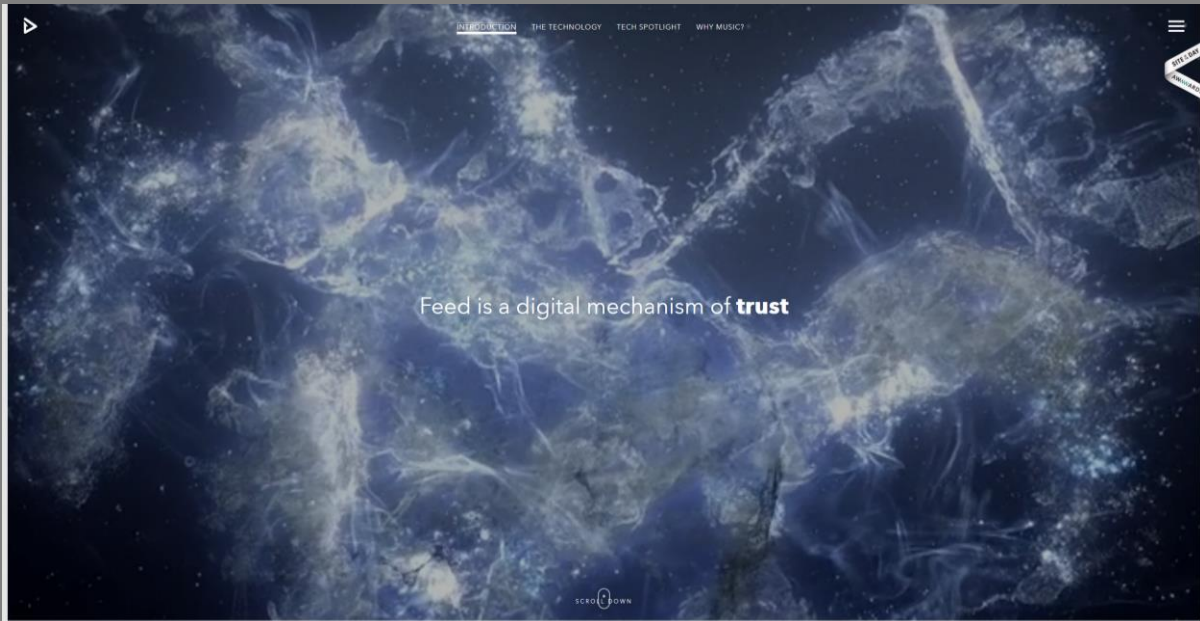
The Feed Music website (http://www.feedmusic.com/) is one of the most attractive and intuitive websites I have ever seen. It is incredibly easy to navigate, as one can either simply scroll down to proceed through the different sections of the site, or one can uses the buttons at the top of the page to quickly navigate to ones desired section.

But the simplicity of the site also ties into its beauty. Every section of the site has a small amount of text that is accompanied by an animation. This makes it very enjoyable to simply scroll through the site, as opposed to the tedious nature of navigating, say, the South African Home Affairs website.