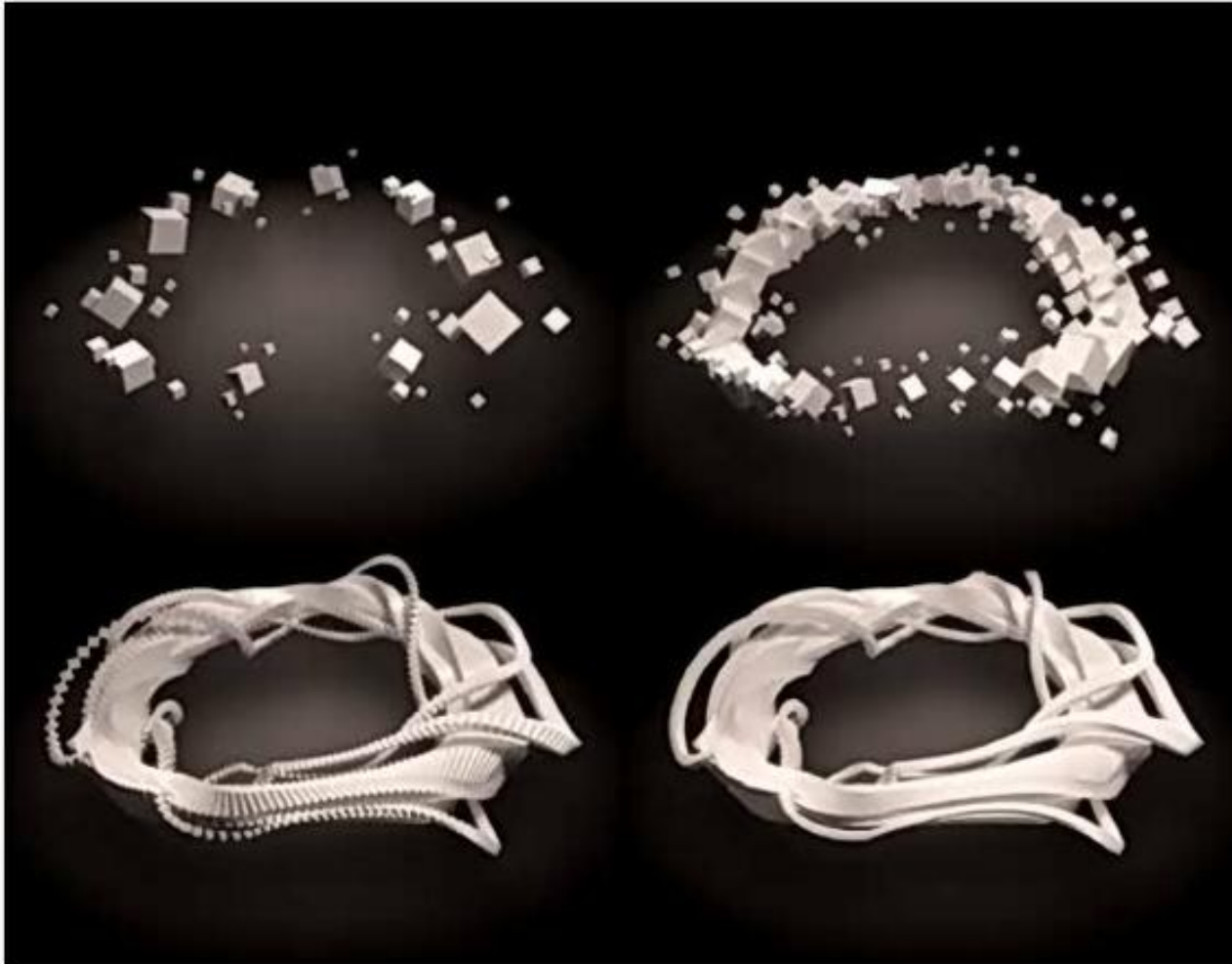


Spatial forms created by time extrusion of moving objects

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The idea for this design came from investigation of forms created as "time imprint" of moving 2D and 3D objects through space, while simultaneously changing their transformations: translation, rotation, scaling, etc. The movement develops along a path that can be either assigned or random. In this manner, the movement, only possible with the time component, remains "frozen" in the form of a solid model. Hence, we may assume time as a modelling tool, which connects and unites successive movements of an object into a whole. The procedure in question is visualized with Blender 3D animation and modeling tools. The render examples visualise time based extrusion of the object's random transformations in 3D space. The transformations are randomly generated and controlled by noise function. In order to examine the possibilities of such a creating of spatial forms for more interesting results, we start from a 2D figure (snow flake), via elementary 3D figure (cube), and then examine how the form is enriched by introducing more complex figures as generatrices, for example concave polyhedron (CbP II-8), or a group of objects. For the procedure itself, we adopt a path which can be the simplest one (straight line, circle), or more complex (with curves, angles or nodes).