Incorporating Chinese Calligraphic Concept in 3D Space

Authors : Woon Lam Ng.

Abstract : This paper explores the basic structures of Chinese calligraphy brushwork, its textures, its characteristic forms, and how its strength can be incorporated into 3d animation. It investigates how these structures could create visual simplification and suggest movement. The conceptual difference between realistic rendering and the Chinese calligraphic concept of simplification is discussed. With the help of the Python programmable environment in Maya, the concept of Chinese calligraphy in 3d space and its idea of visual simplification and abstraction were explored. The work demonstrates how the Chinese calligraphic brushwork could suggest the dynamics of motion in 3d space. Some limitations of the Maya emitting process are also discussed. Possible further explorations through additional mathematical adjustments to the selected Maya shader are also suggested to enhance the presentation.