

3. Distort Plane

3.1 Classic (evee)

3.2 Outline (evee)

3.3 White Mold (evee)

3.1.1 26 surrounding views

3.1.2 Molds array

3.1.3 Spherical image mapping [array]

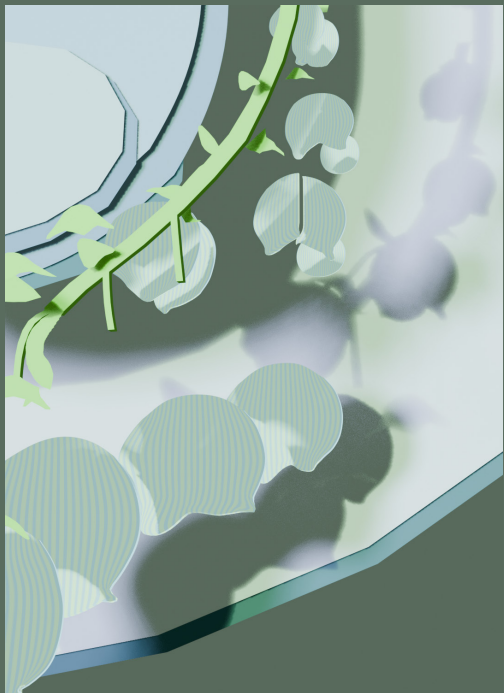
3.2.1 26 surrounding views

3.2.2 Spherical image mapping [scene]

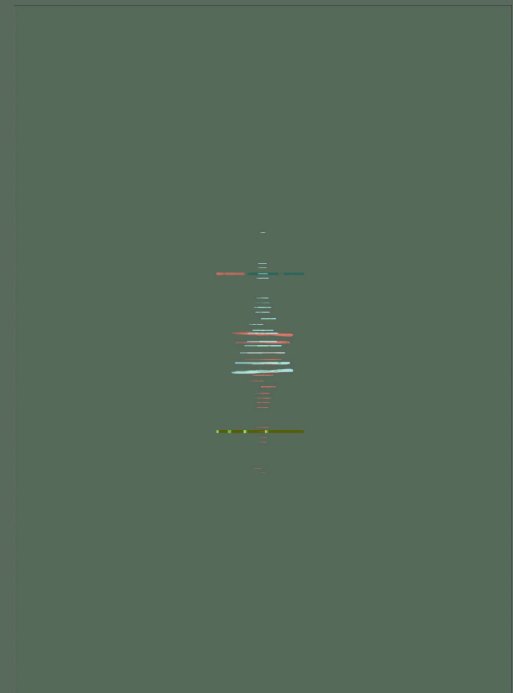
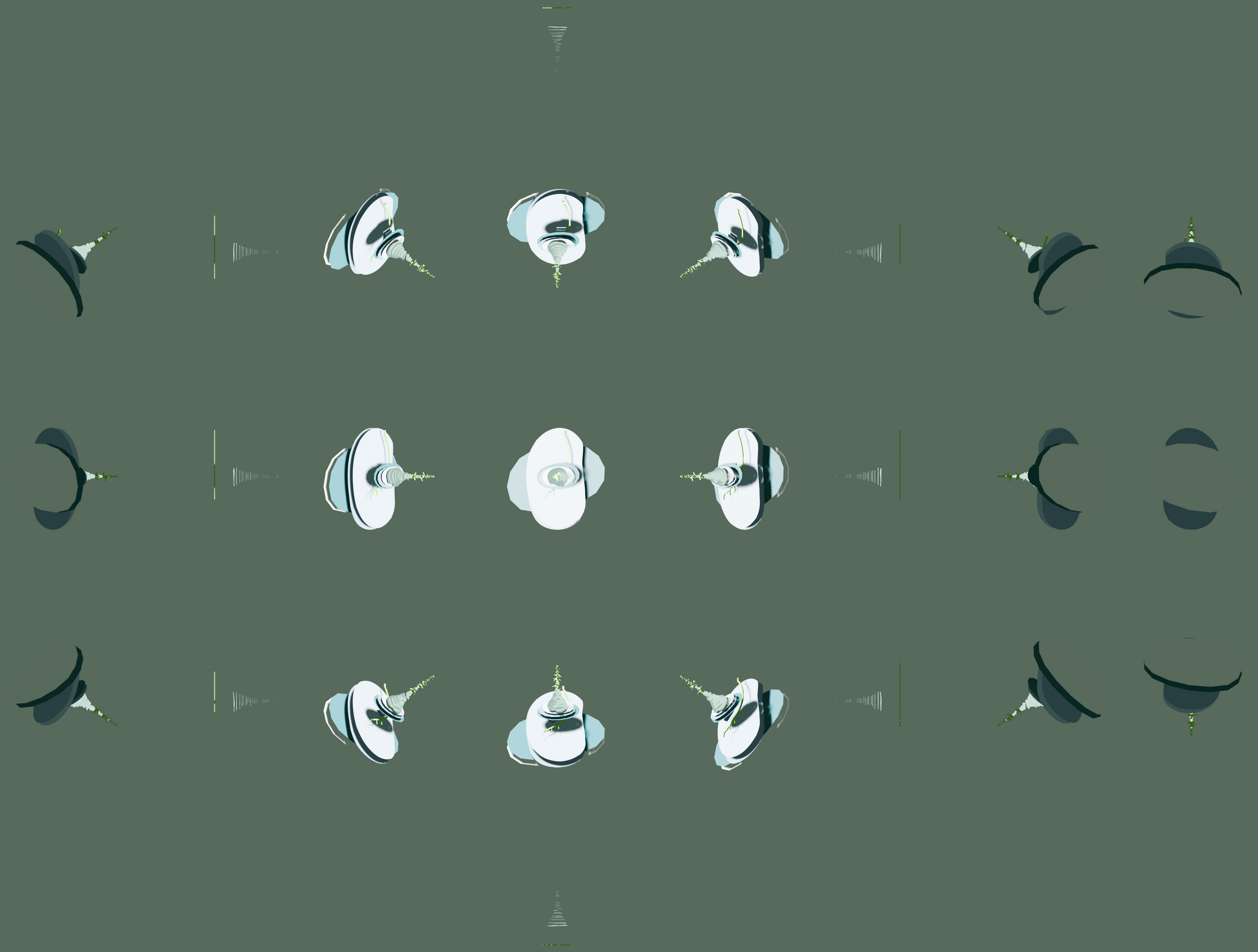
3.3.1 26 surrounding views

3.3.2 Spherical image mapping [scene]

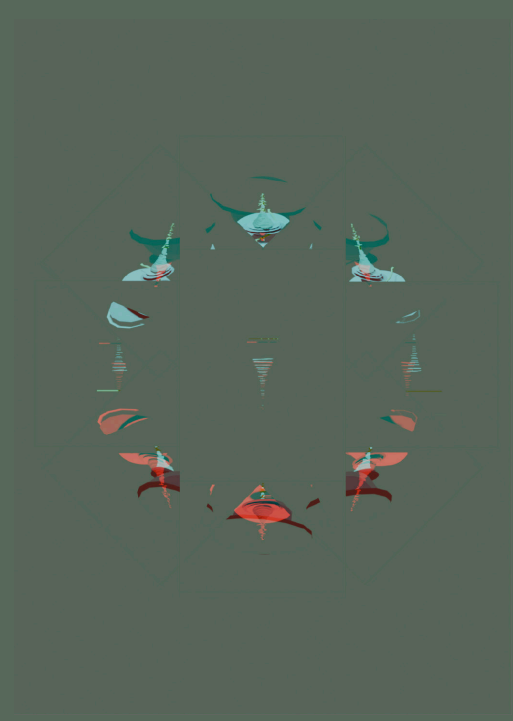
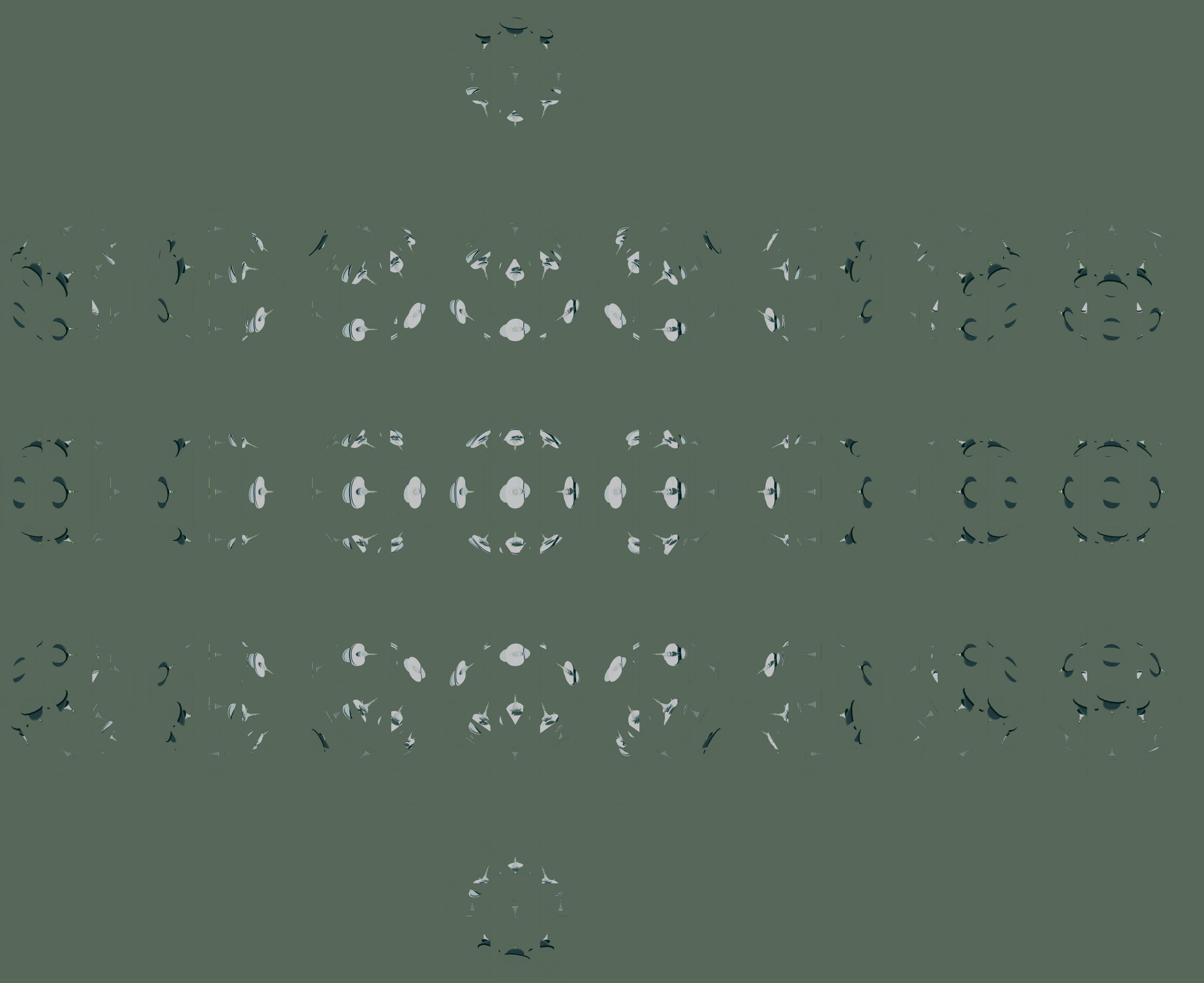
3.1.1 24 surrounding views



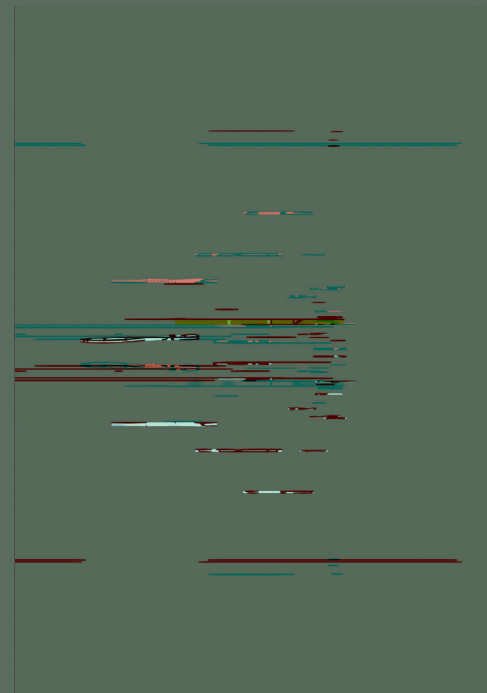
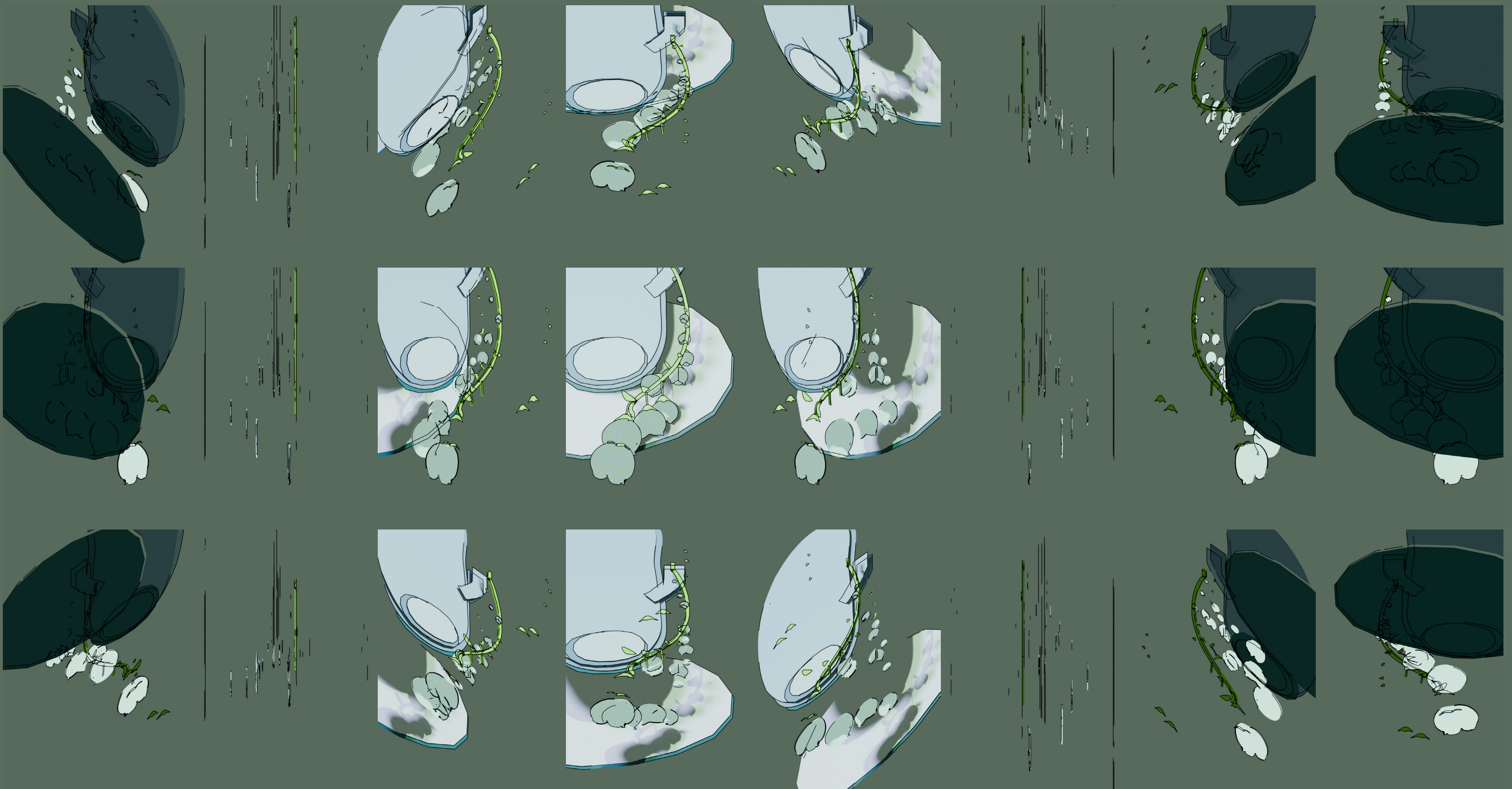
3.1.2 Molds array



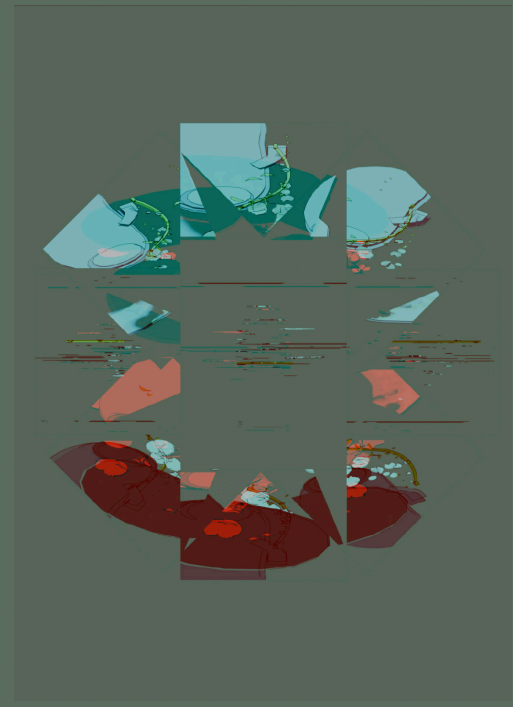
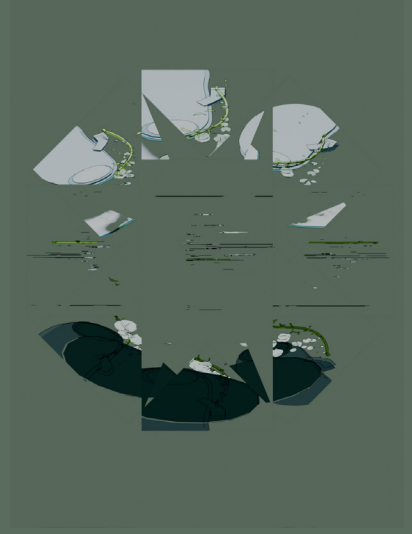
3.1.3 Spherical image mapping



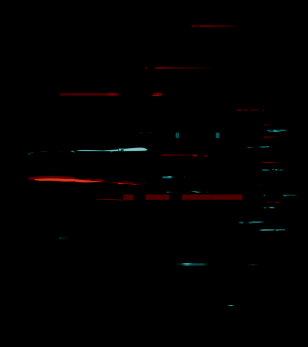
3.2.1 26 surrounding views



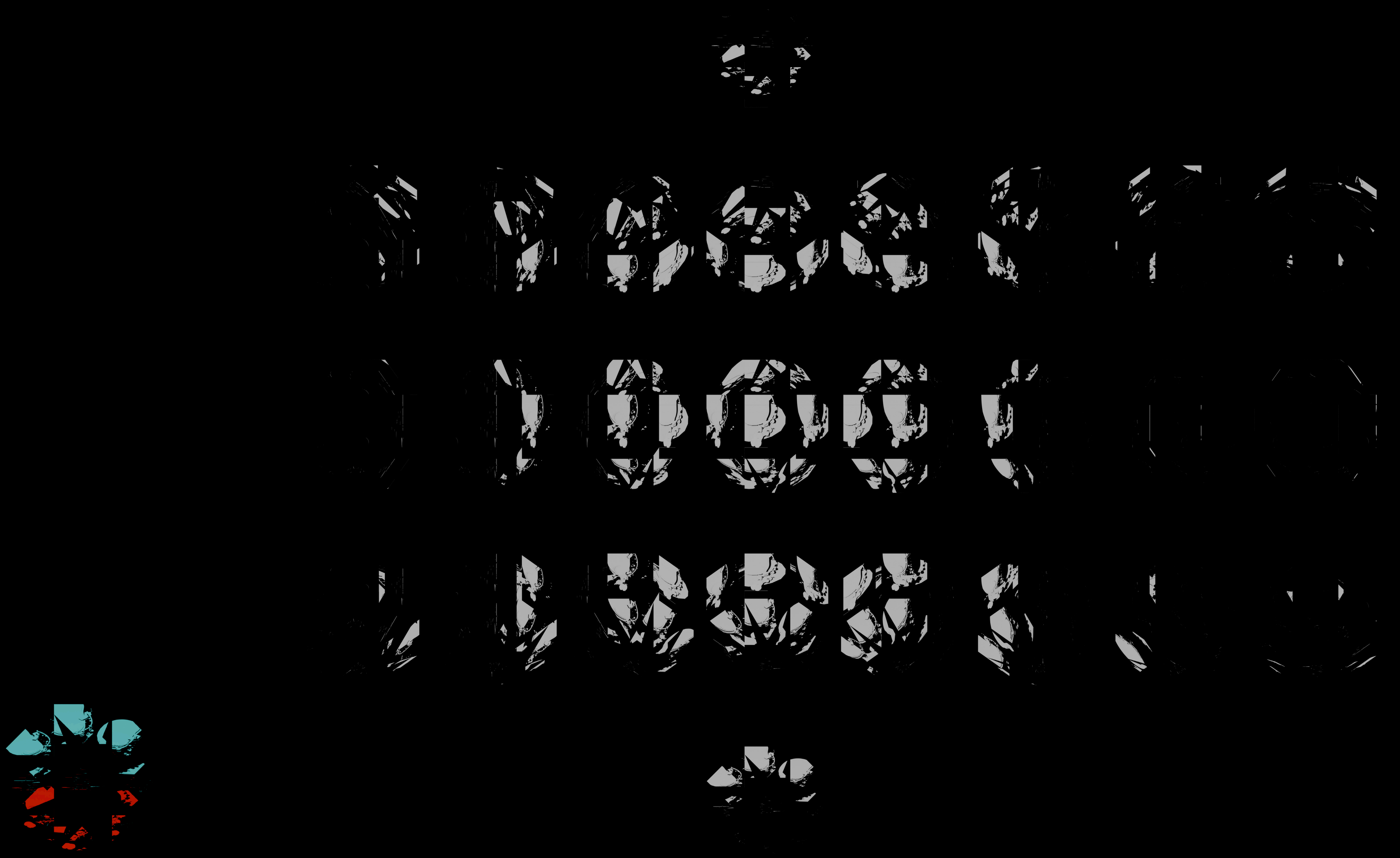
3.2.2 Spherical image mapping



3.3.1 26 surrounding views



3.3.2 Spherical image mapping



4. Metaball Fusion

4.1 Classic (eevee)

4.2 Outline (eevee)

4.3 White Mold (eevee)

4.1.1 26 surrounding views

4.1.2 Spherical image mapping [scene]

4.1.3 Molds array

4.2.1 26 surrounding views

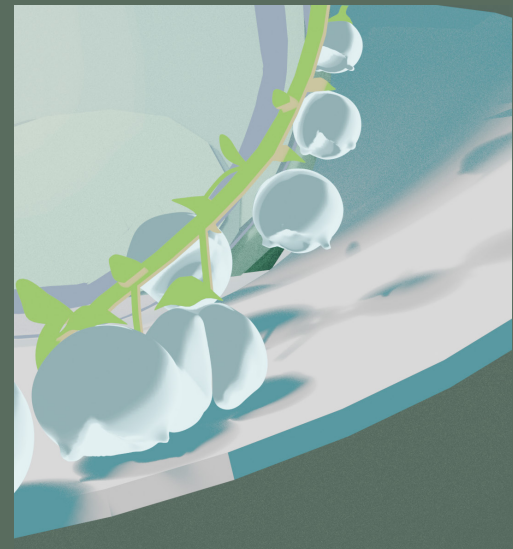
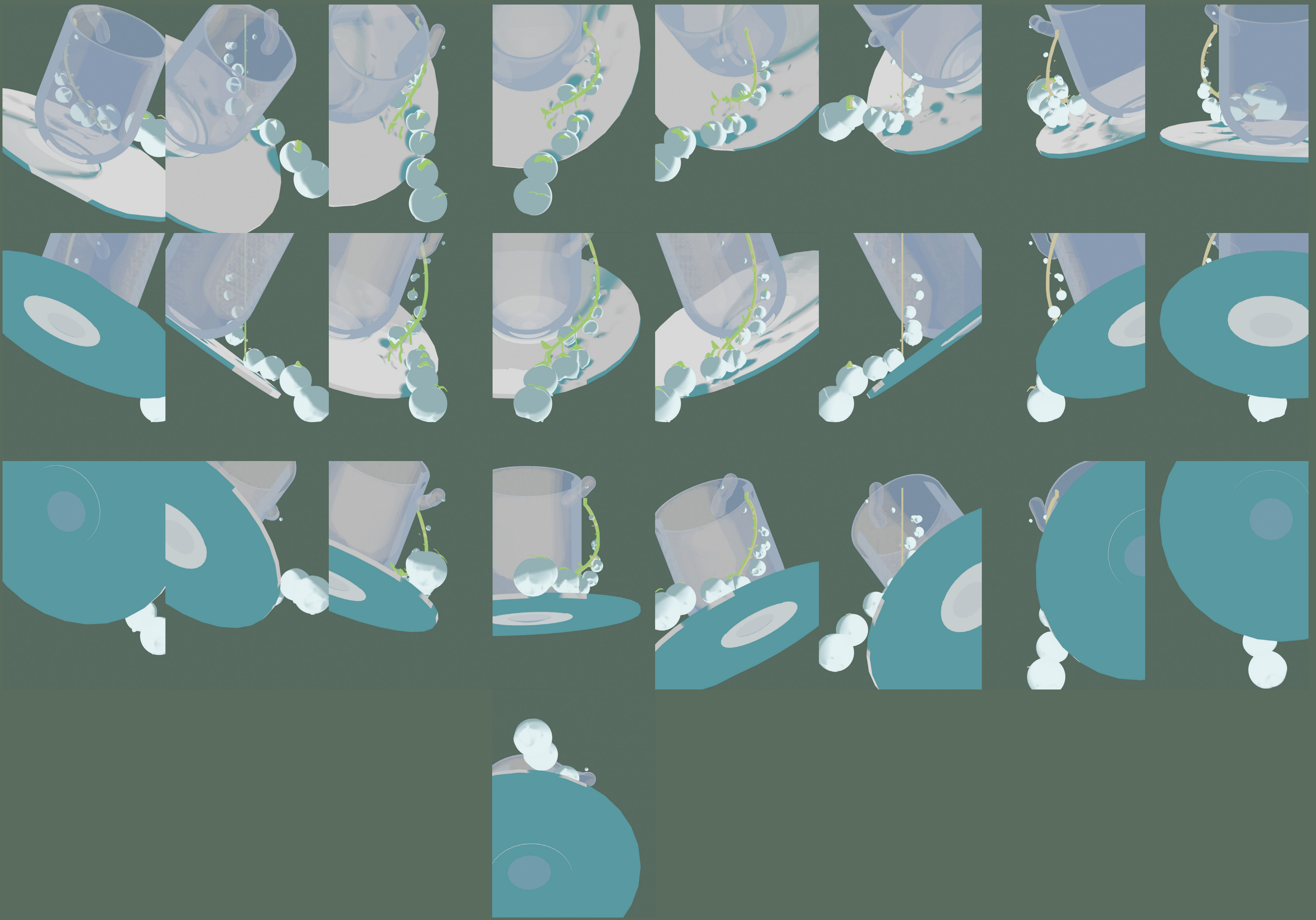
4.2.2 Spherical image mapping [scene]

4.3.1 26 surrounding views

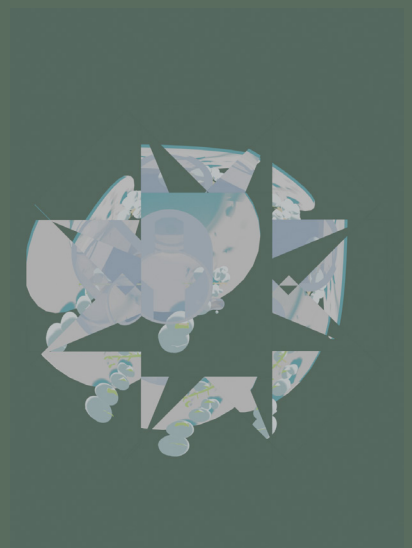
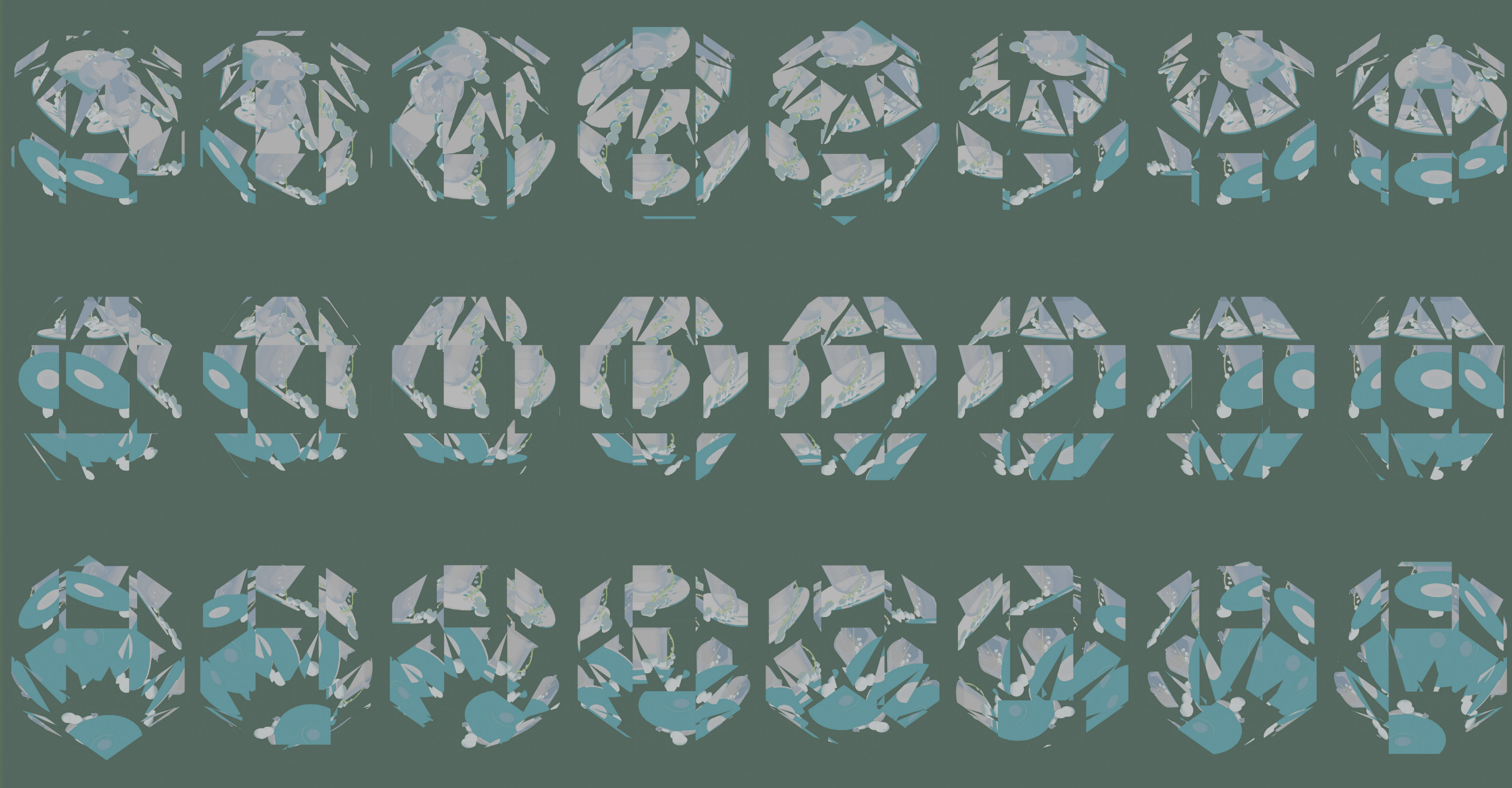
4.3.2 Molds array

4.3.3 Spherical image mapping [scene]

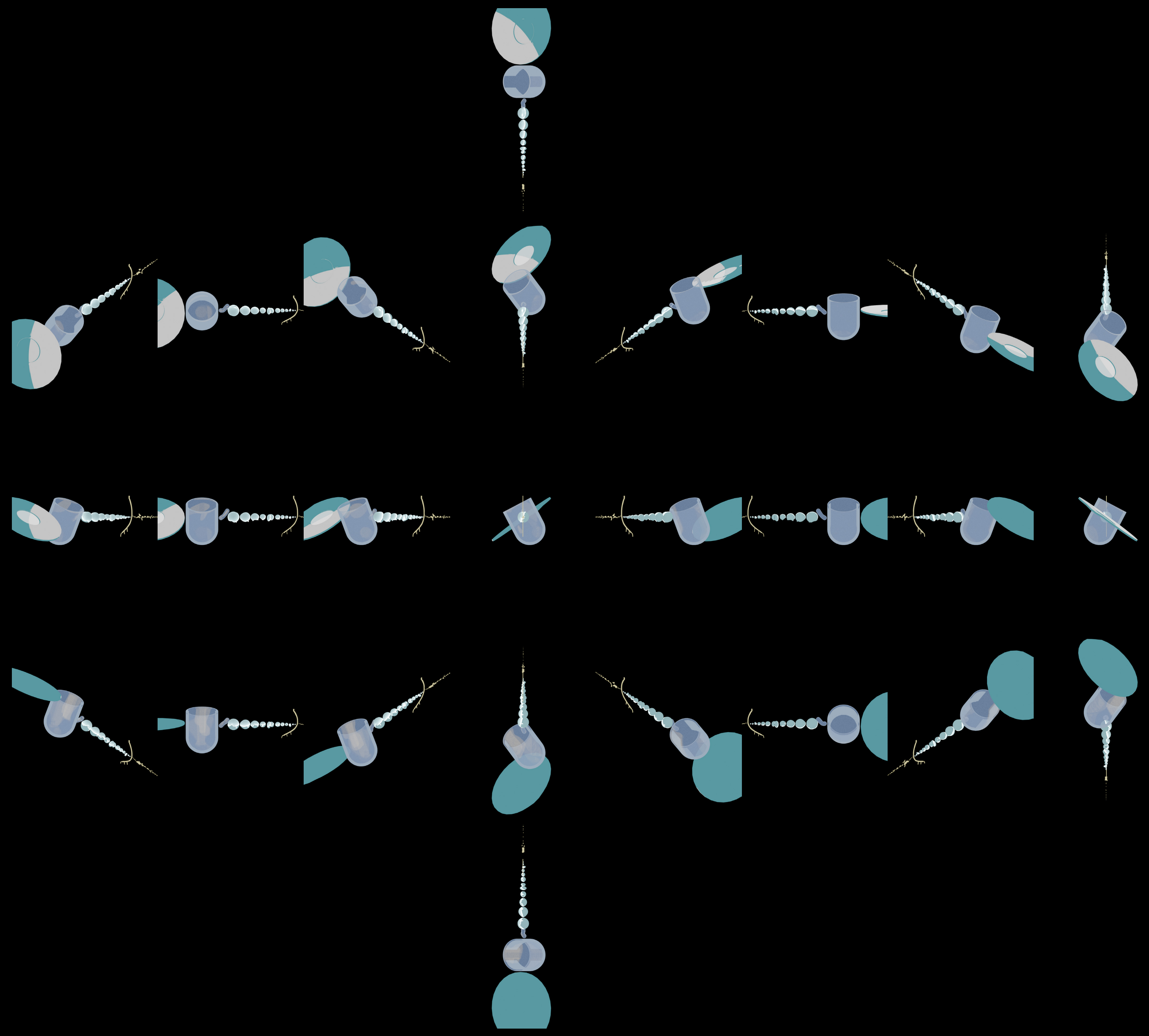
4.1.1 26 surrounding views



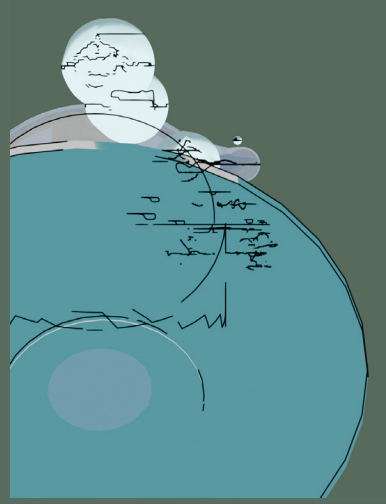
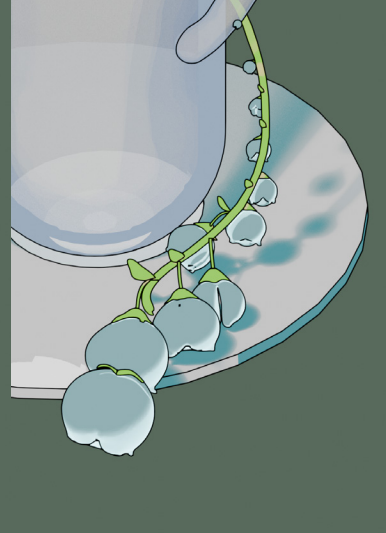
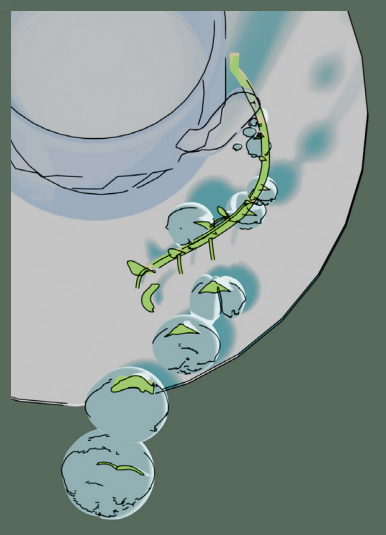
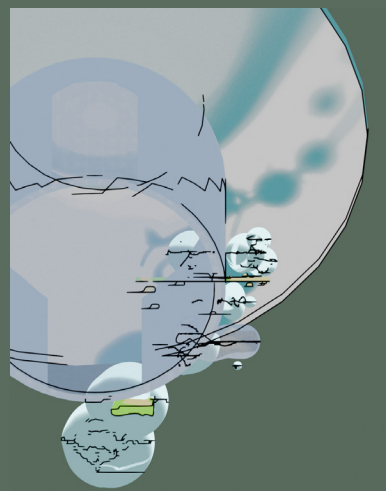
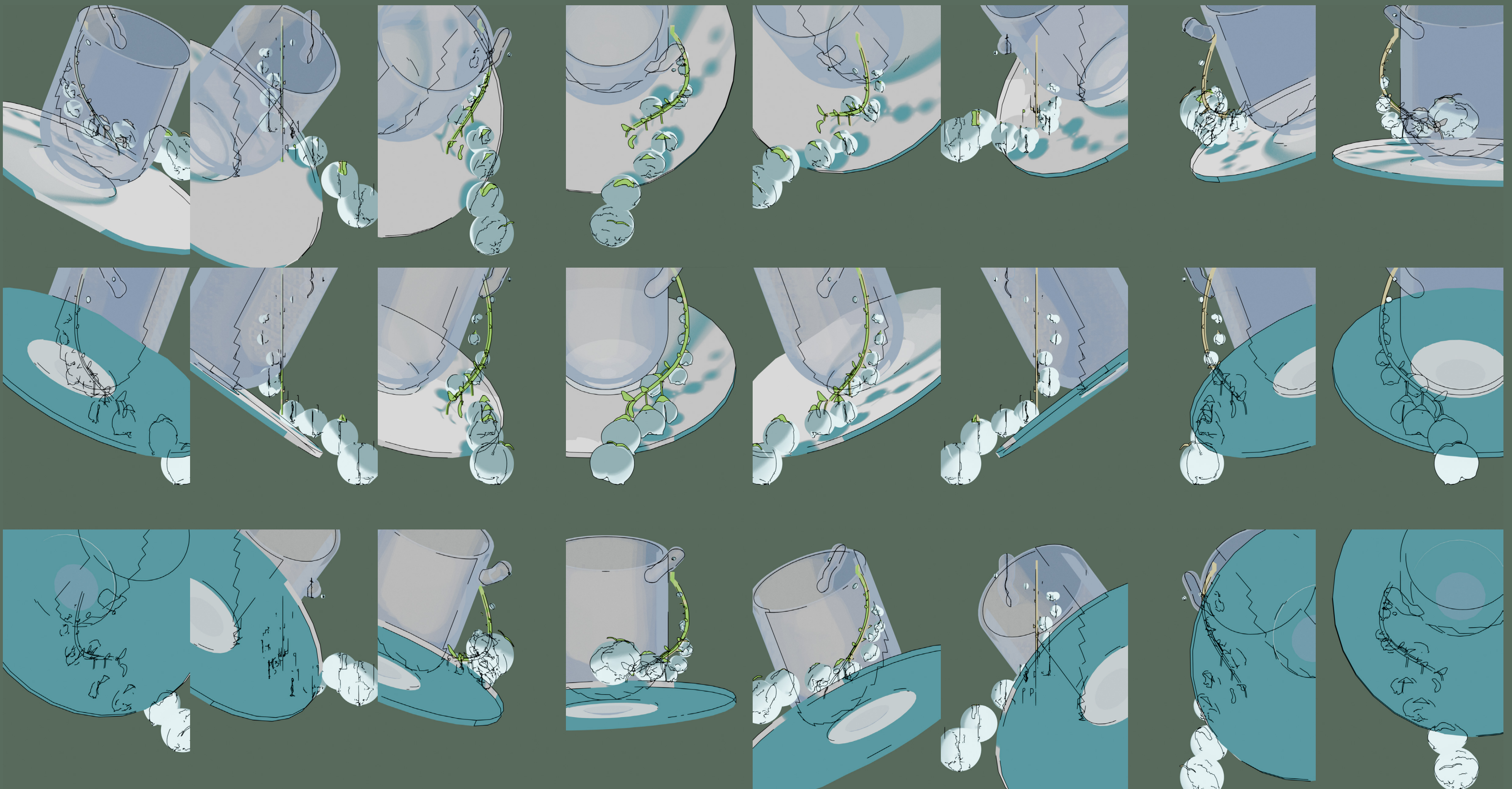
4.1.2 Spherical image mapping



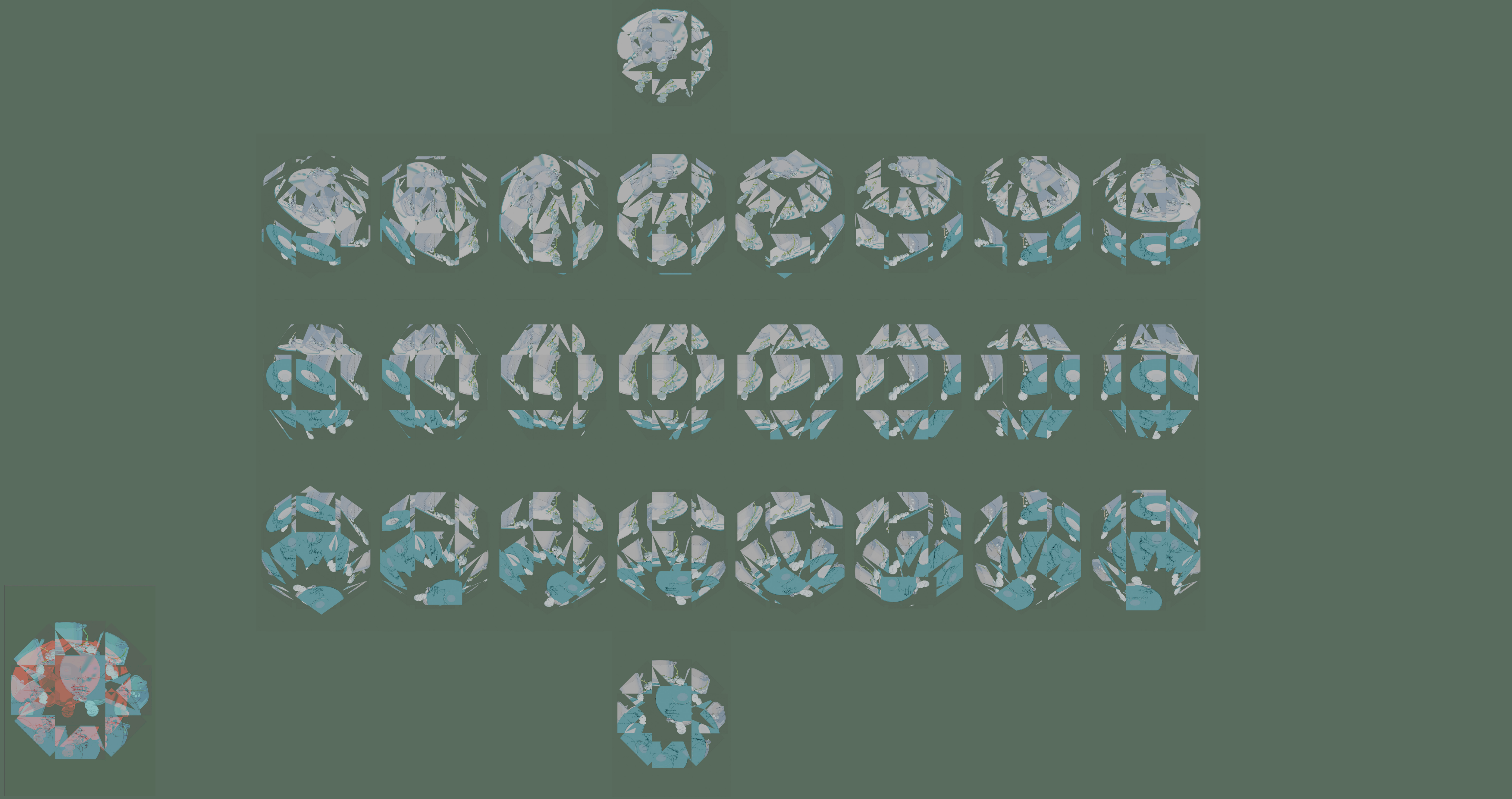
4.1.3 Molds array



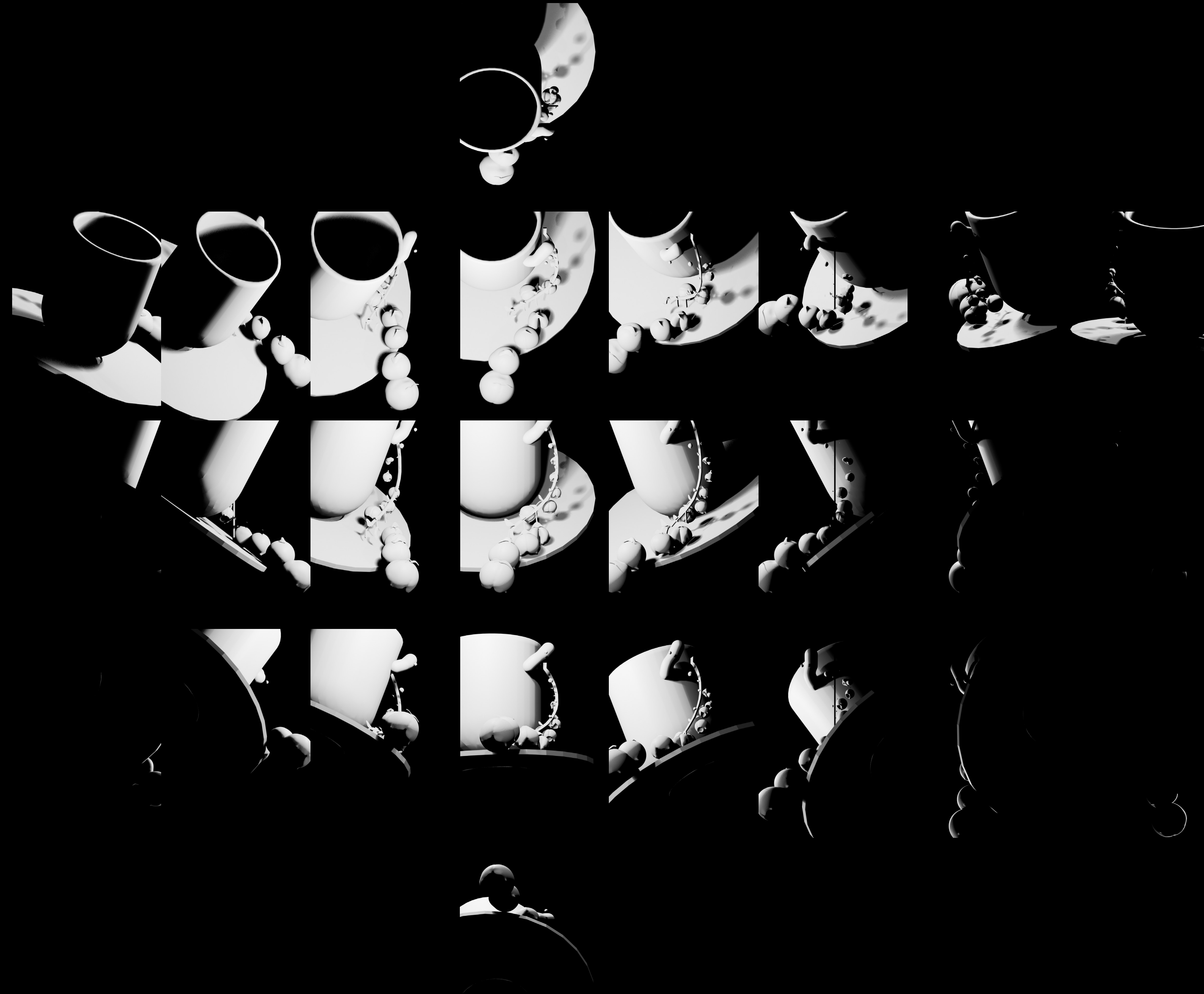
4.2.1 26 surrounding views



4.2.2 Spherical image mapping

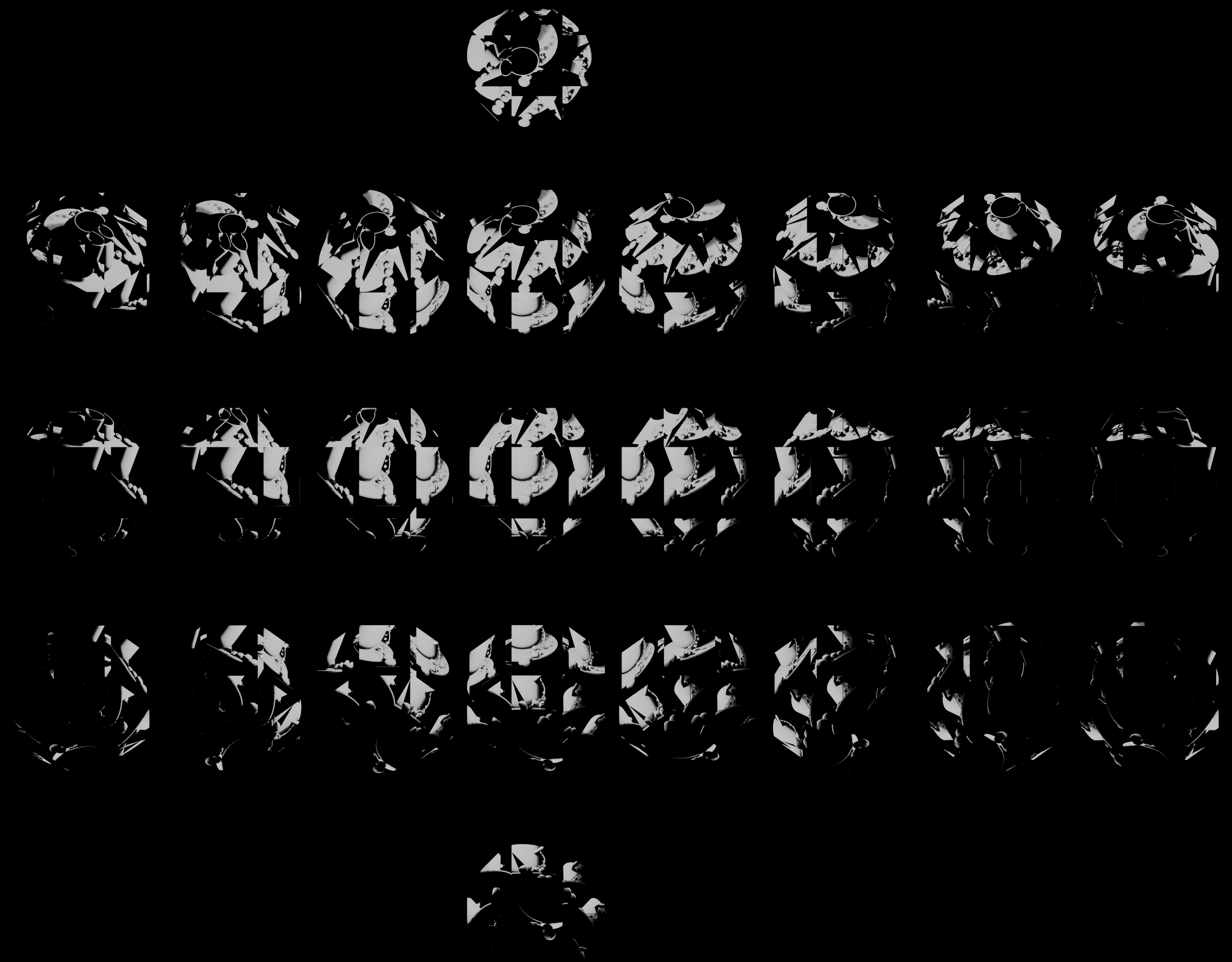


4.3.1 26 surrounding views





4.3.2 spherical image mapping



"Image standard's degradation & solidification"
Neutral representation becomes a self-replicating system of standards, increasingly resembling "the institution itself" and less and less like "the object."

4.3.3 Molds array

