



Isabella Atkinson-Bradbury
Ziinc Studio Internship Application
Portfolio

Untitled

December 2023
3D Rendered Image

Exploring my Celtic heritage, cultural artefacts have been placed in a digital space to investigate how their iconology would be translated when entering the virtual. Additionally, here I am exploring the relationship between nature, liminal and virtual space.





A'choille

October 2023

Image Render from digital environment used for VR

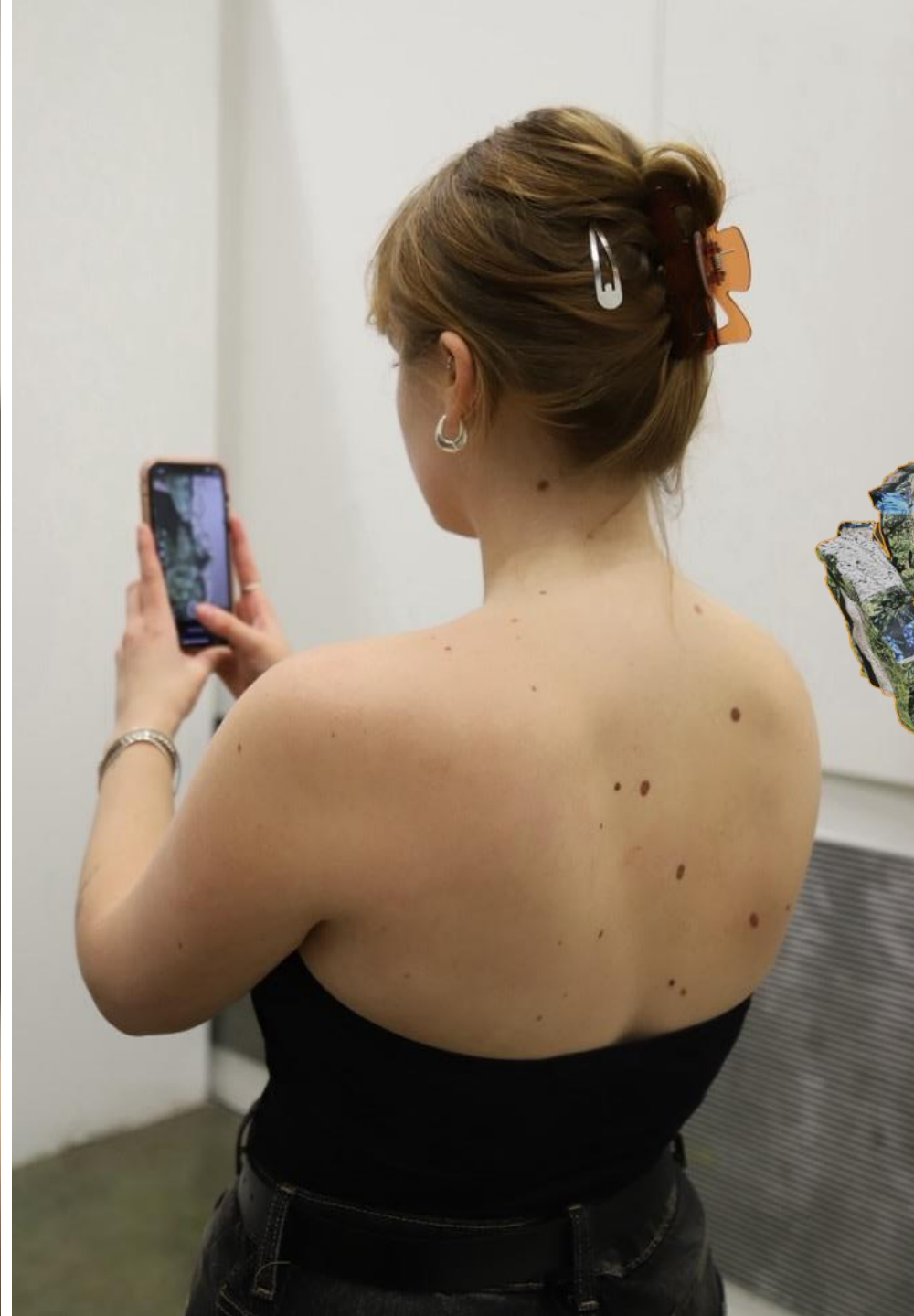
Close-up of mushroom photogrammetry model,
exploring organic materiality in Blender.



A' choille

October 2023

Image Render from digital environment used for VR



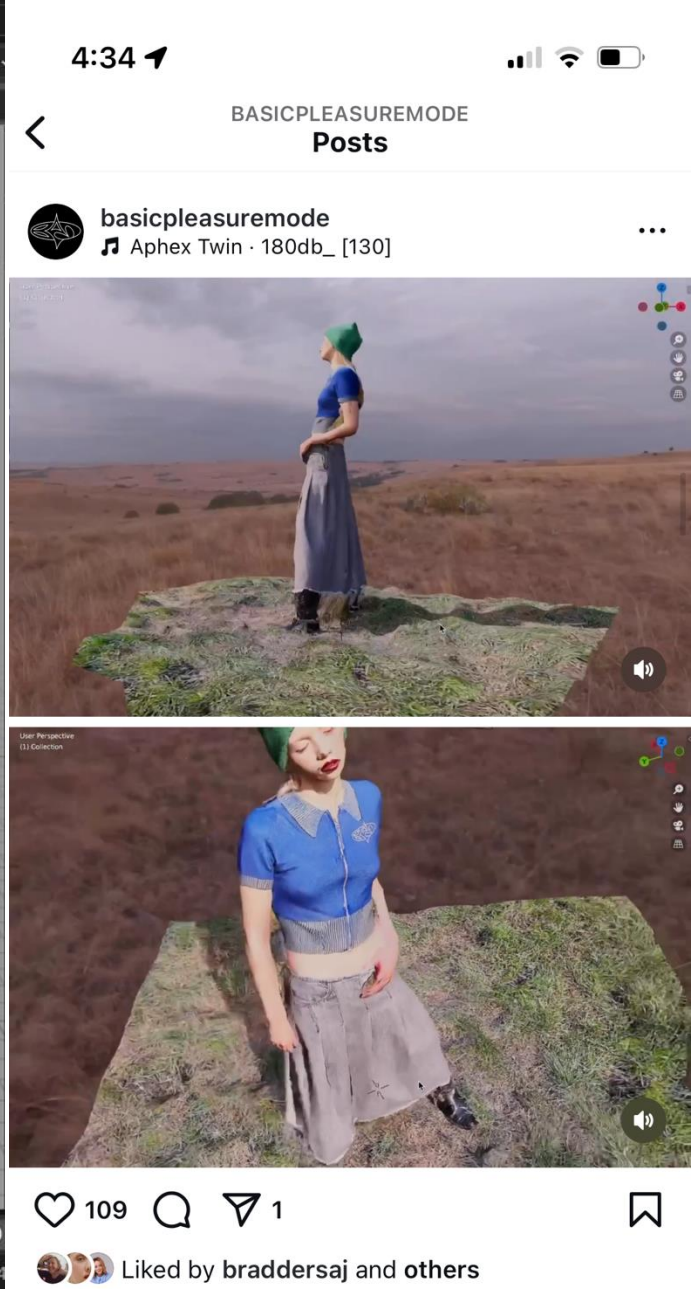
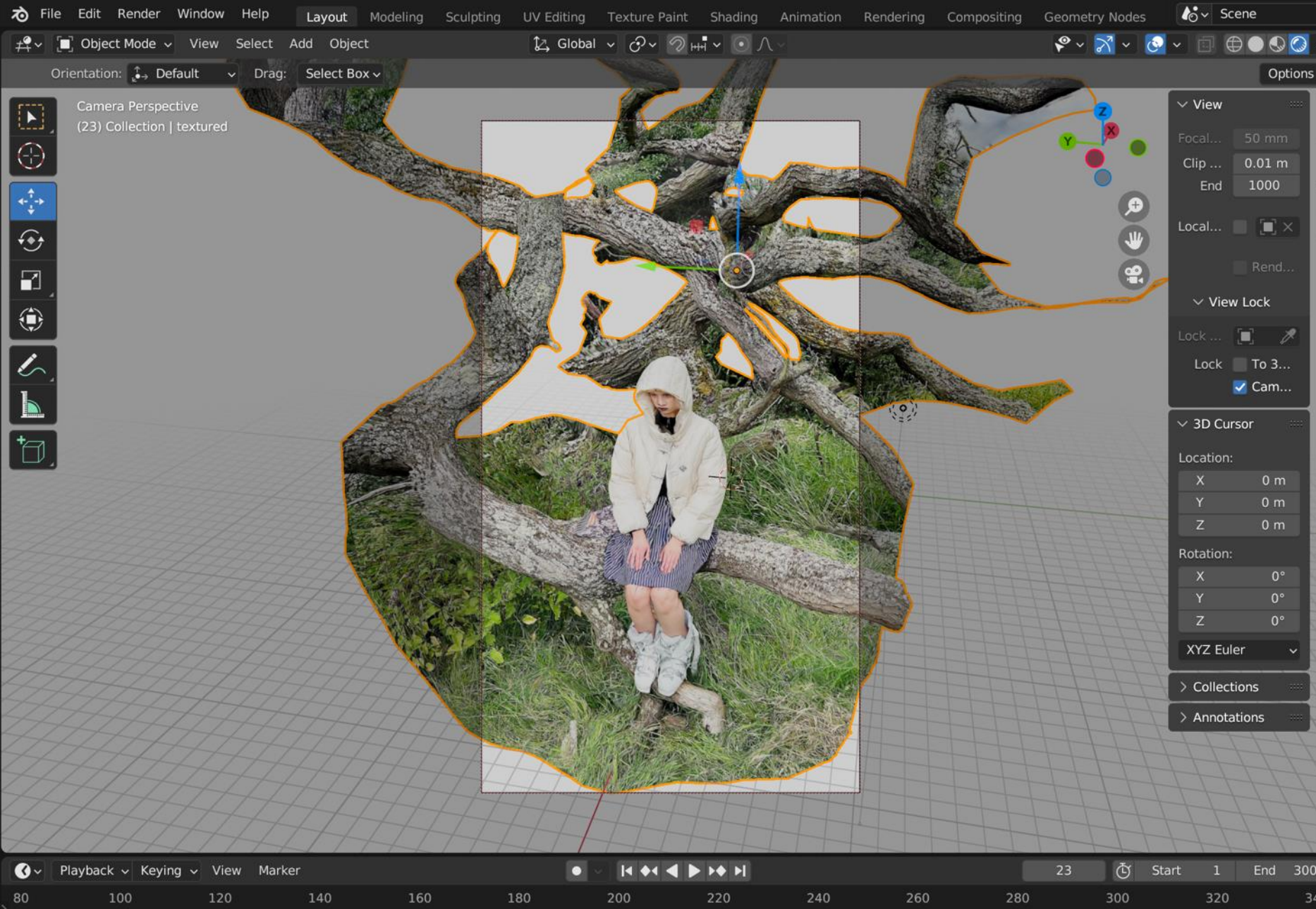
[Scan me](#)



AR Henge Instagram Filter

2024

https://youtube.com/shorts/TpbQInHSR5o?si=AK-9SAaPp6_Yhlyl



3D Rendered Models for Basic Pleasure Mode AW2023 Social Vids

2023
<https://www.instagram.com/reel/CwLZRENJxf/?igsh=MTlnaDlzeDhodHFhZg%3D%3D>

Select (Toggle) Dolly View Lasso Select



Brand Logo and 3D Rendered Henge and Model Scans

Sept 2023



FILM STILLS



Digital 3D Models for Samuday Studio

December 2022

Film stills from promotional video created for Samuday Studios social media, displaying 3D Scanned models.

https://www.instagram.com/p/Cmhe-HAoycU/?utm_source=ig_web_copy_link&igsh=MzRlODBiNWFlZA==

Digital Forest
October 2023
VR Installation Exhibit

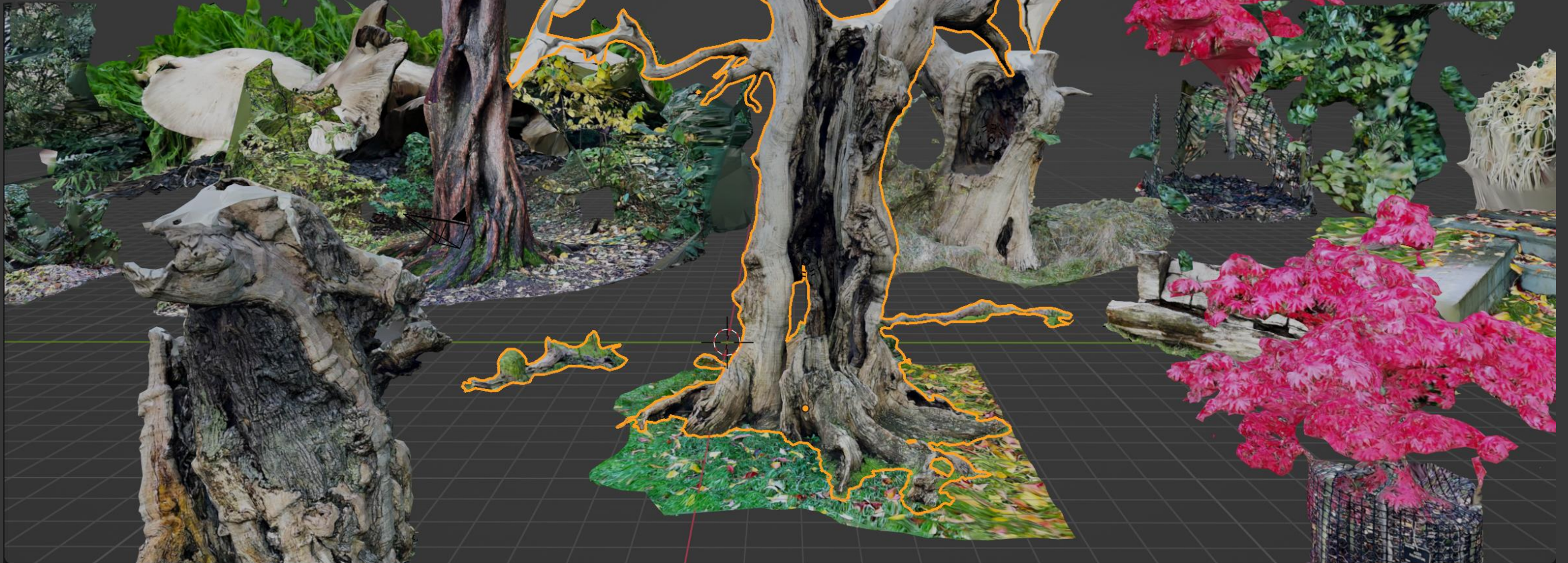
[View VR Simulation here](#)

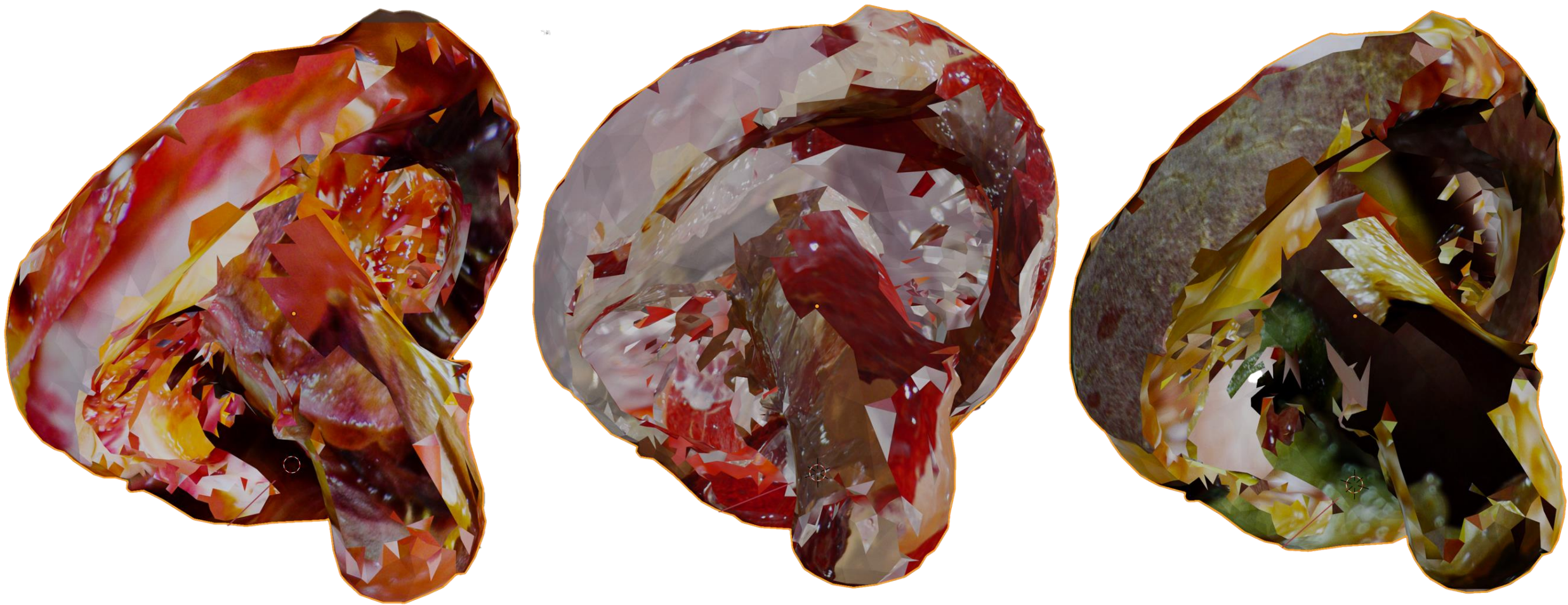


*Digital Forest Environment Scene In
Blender (Before Outputted for VR)*

October 2023

For these digital sculptures, I was inspired by Pipilotti Rist's work *Pour Your Body Out* (2008), due to her playing with fleshy, organic textures which she transports into immersive digital installations.





Fruit Shrooms

2022

3D Digital Sculptures

Applying my photography onto LiDAR mushroom scans create vibrant sculptural forms, which are a hybrid of natural and synthetic. This creates a displacement of reality, with the distortion of form/image relating to Jean Baudrillard's theory of 'hyperreality' in his book 'Simulacra and Simulation' (1981).



Pomegranate Models

2022-2023

3D Models / 3D Video

<https://www.instagram.com/p/CkIMny6orQW/?igsh=MTkxNHRpMGhxdHQ4dA%3D%3D>

https://youtu.be/n_YpPL1OBMA?si=RHvejcxNgzzi6zfv



*3D Scanned
Tooth Sculptures*

2024

3D Rendered stills from Video and Installation View (Left)

https://youtube.com/shorts/yopSXuQsH8I?si=Nz7IVi3eGW_kmna4

MALOCCLUSION

June 2024

2.5 x 2.75 x 0.5 m

Installation displaying digital videos

Galvanised Steel Unistrut with Mounted 43" Monitor, CRT Monitor, Digitally Rendered Video and Images, 3D Printed FDM Teeth.

Concrete, Silicone, Silver, Plaster Gilded Aluminium, Foam, and Charcoal Jesmonite Tooth Artefacts.

OCCLUSION_2.0

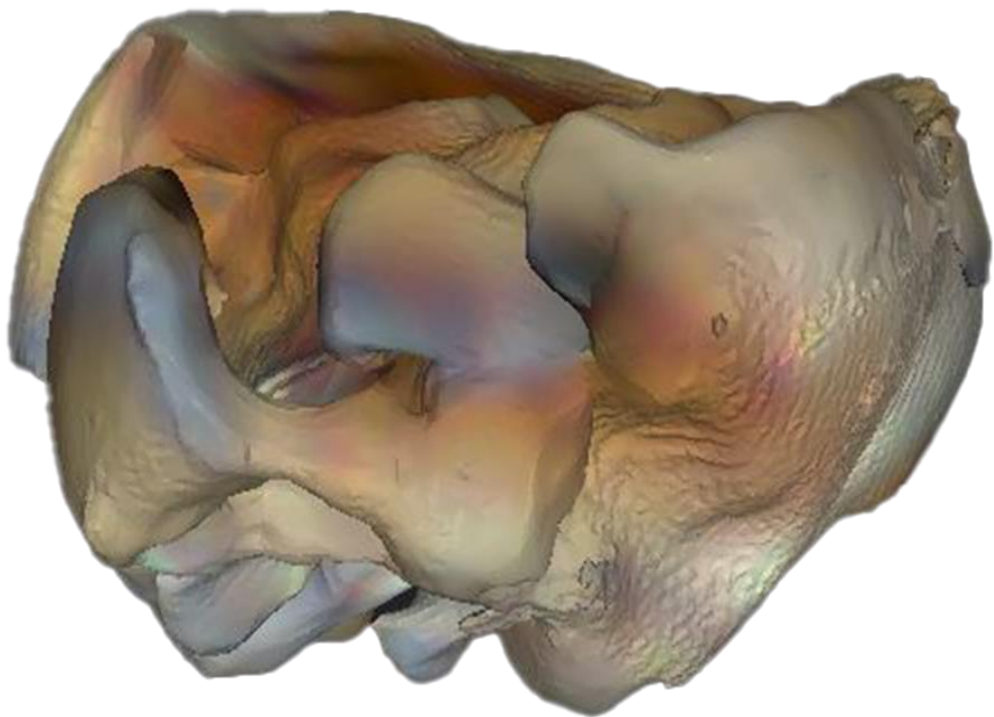
June 2024

35 x 35 x 37 cm

Automated Turntable with Stepper-motor, digitally fabricated tooth.

MALOCCLUSION depicts a post-human cyborg lab, where a digital entity has attempted to replicate a human tooth. Due to glitches made where software cannot accurately replicate bodily materiality, the produced scans are distorted and abstract. The 'malfunctioned' teeth have now been disregarded by the entity and archived, acting as artefacts that signify notions of data decay, the glitch, and the limitations of modern digital technologies.

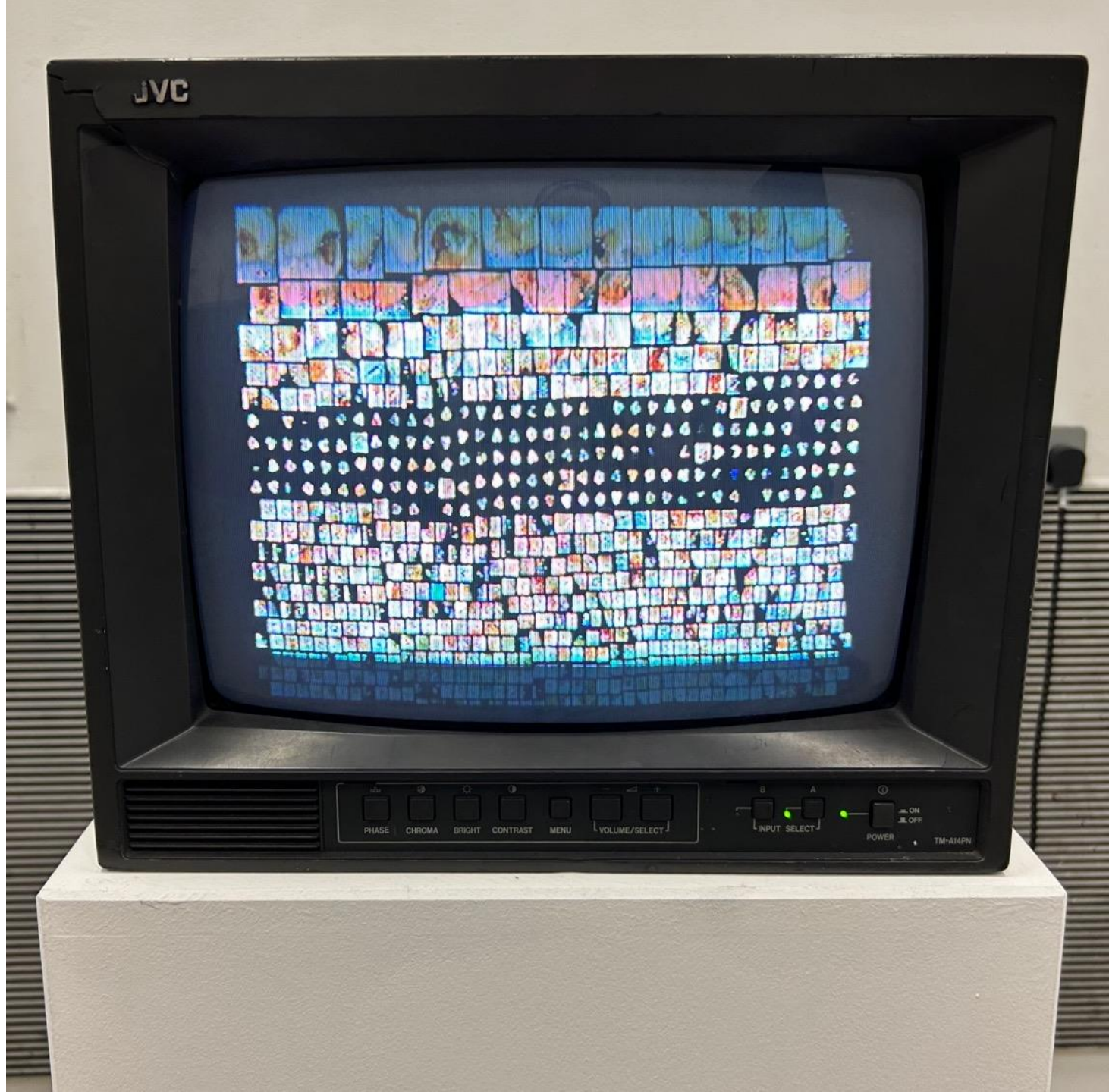




OCCLUSION Tooth Model (Dec 2023)

Displaying the mapping of data and the texture image wrap used to build the model.

(Right) Installation View.



3D Avatar Model of Sausage Lord for Basic Pleasure Mode

May 2023





Product Visualisation 3D Scans for Instagram Reel

Jan 2024

https://www.instagram.com/reel/C0E5vIxtQ-/?utm_source=ig_web_copy_link&igsh=MzRIODBiNWFIZA==