



# Jorik Chase Portfolio 2025

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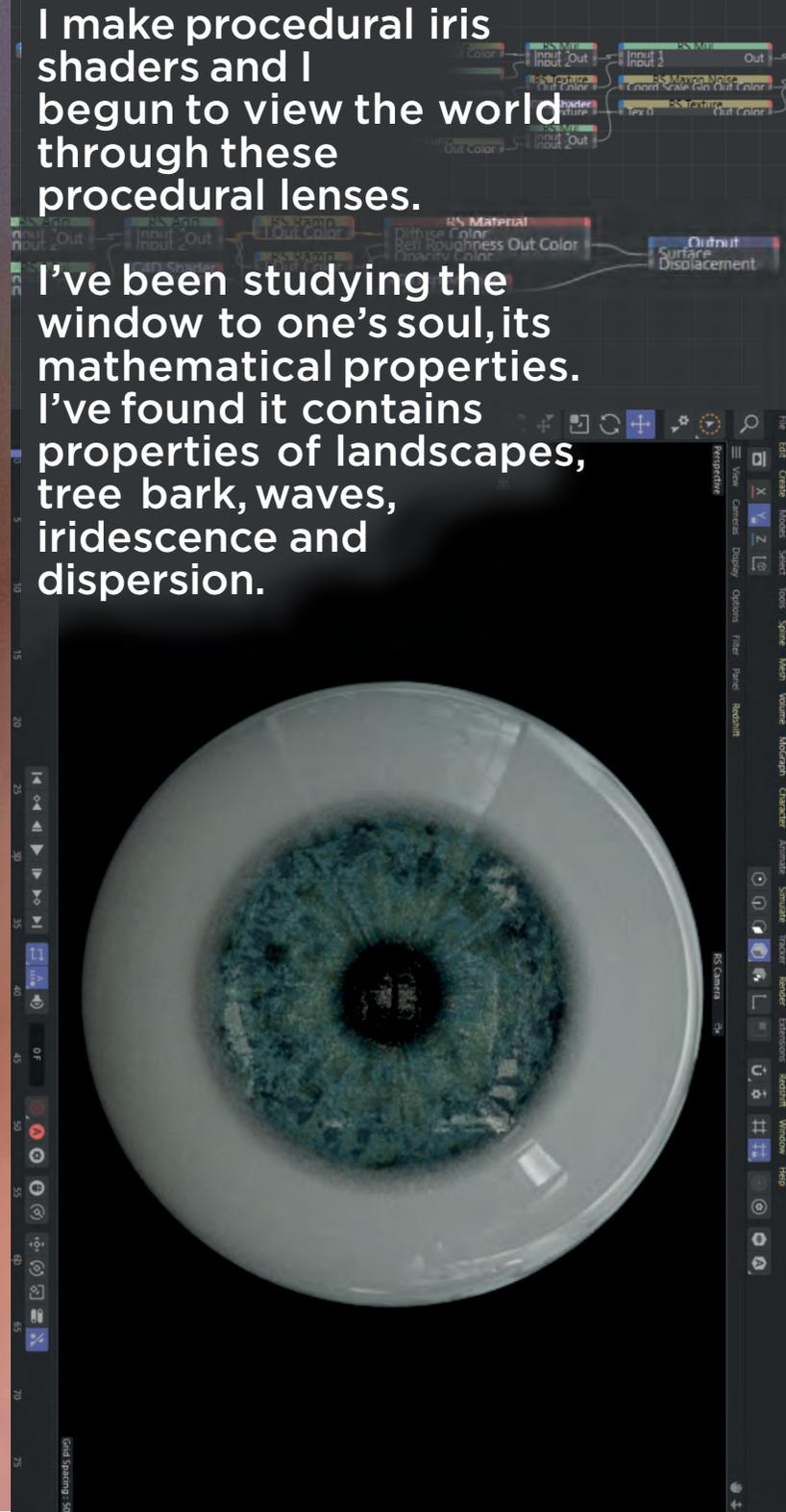
Poslední vteřina před  
koncem světa

[iori.me](http://iori.me)

[DDT linktree](#)

I make procedural iris shaders and I begun to view the world through these procedural lenses.

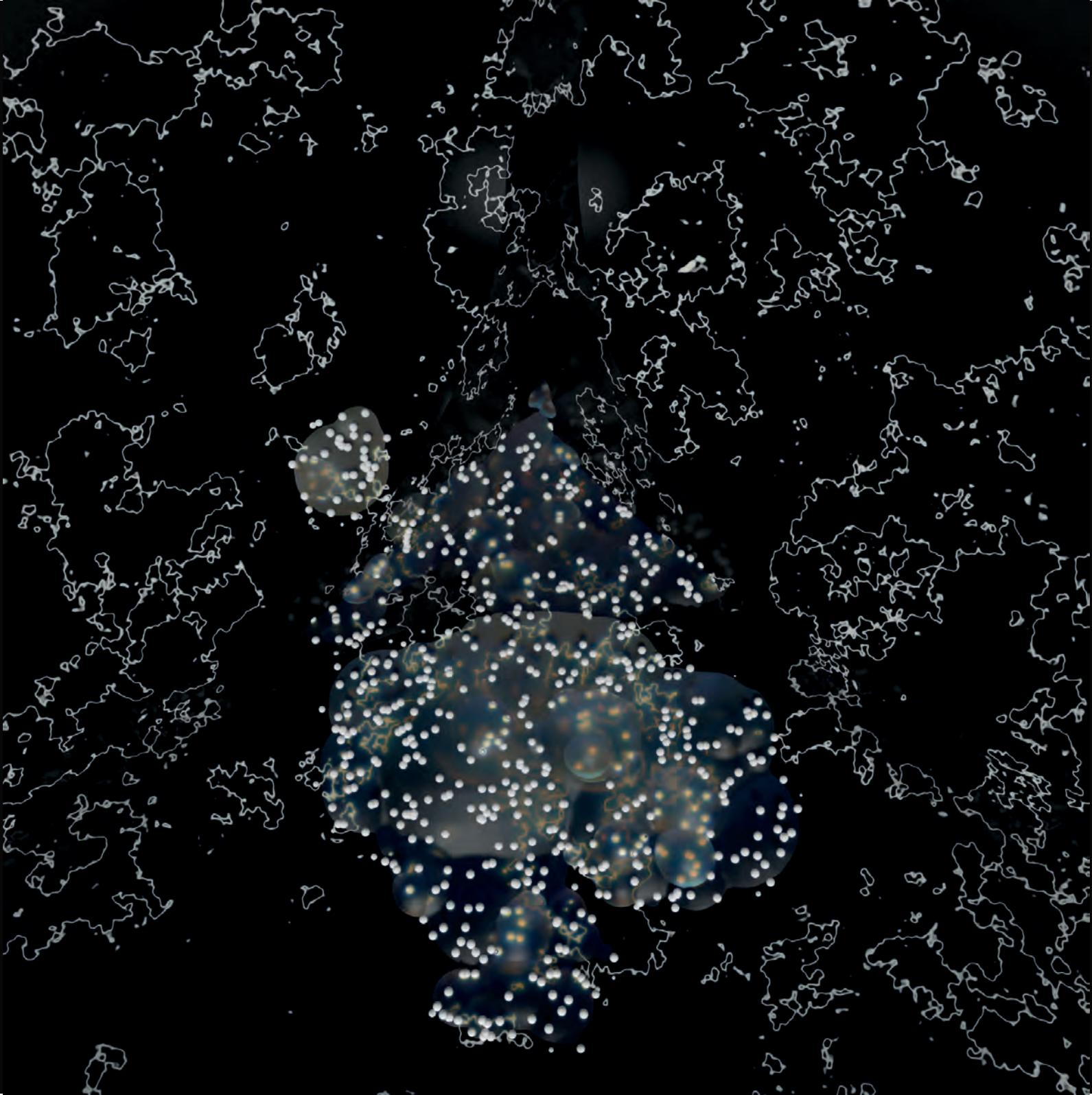
I've been studying the window to one's soul, its mathematical properties. I've found it contains properties of landscapes, tree bark, waves, iridescence and dispersion.

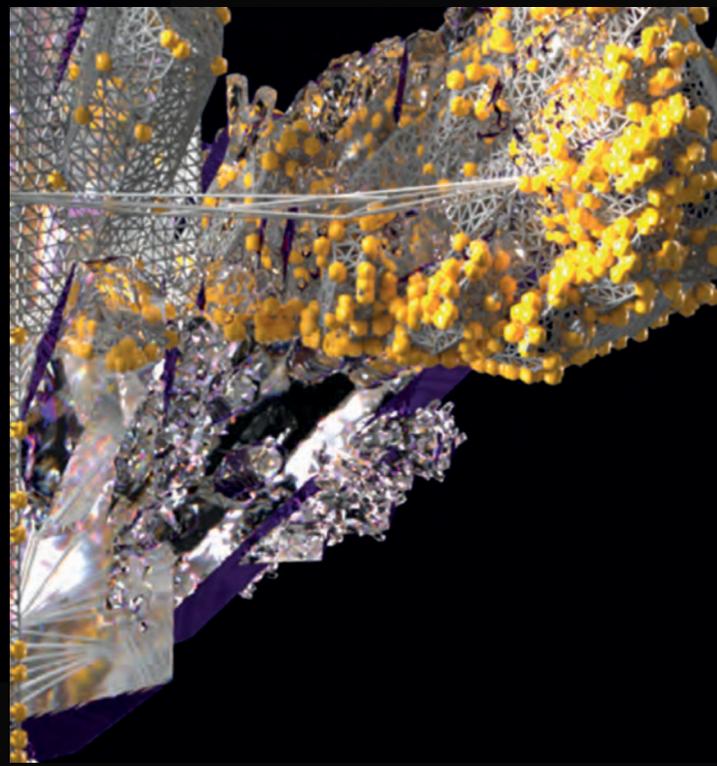




Kalivoda Analogue  
C4D  
Handpainted noise scanned





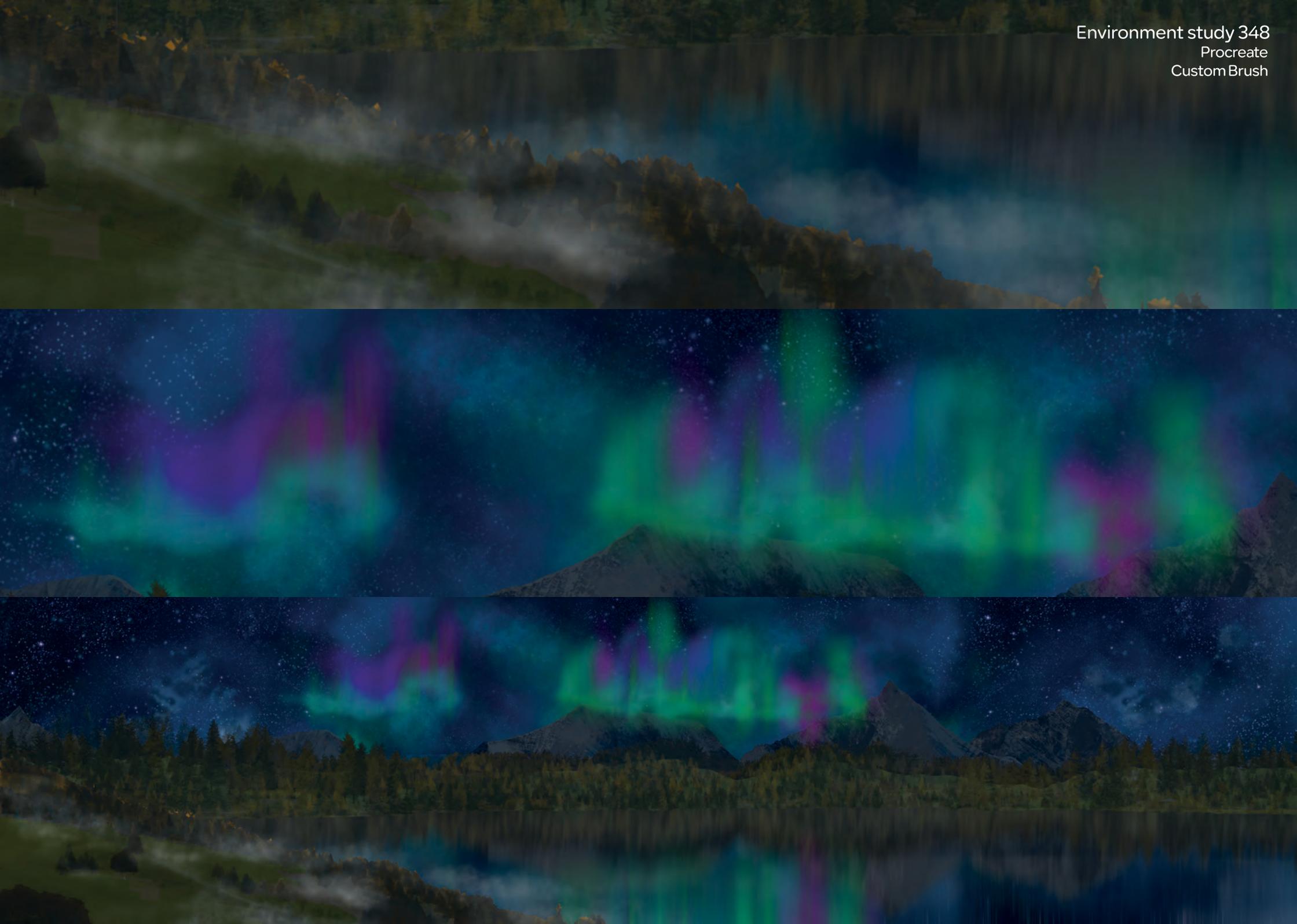




Environment study  
Procreate  
Custom Brush



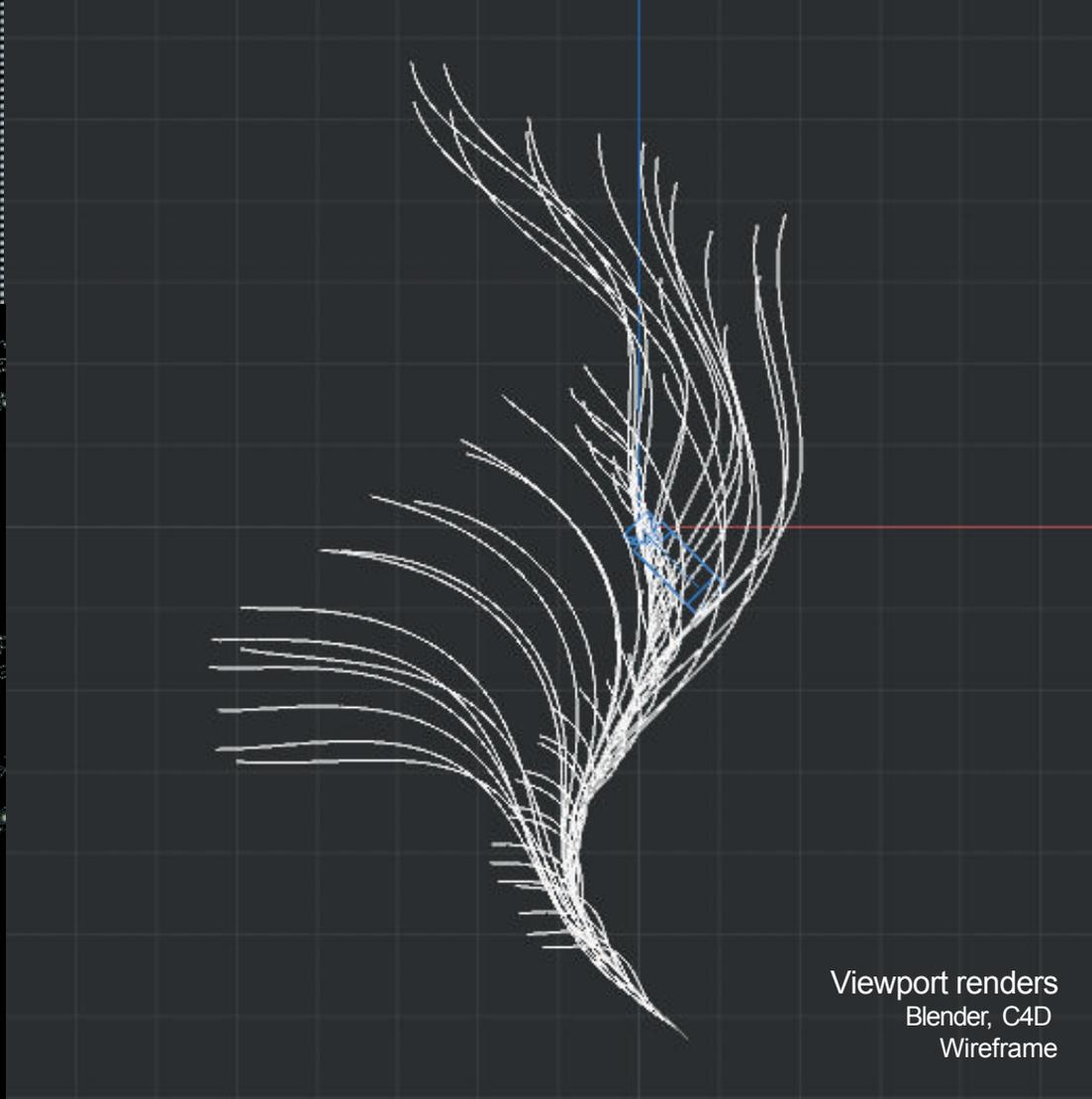
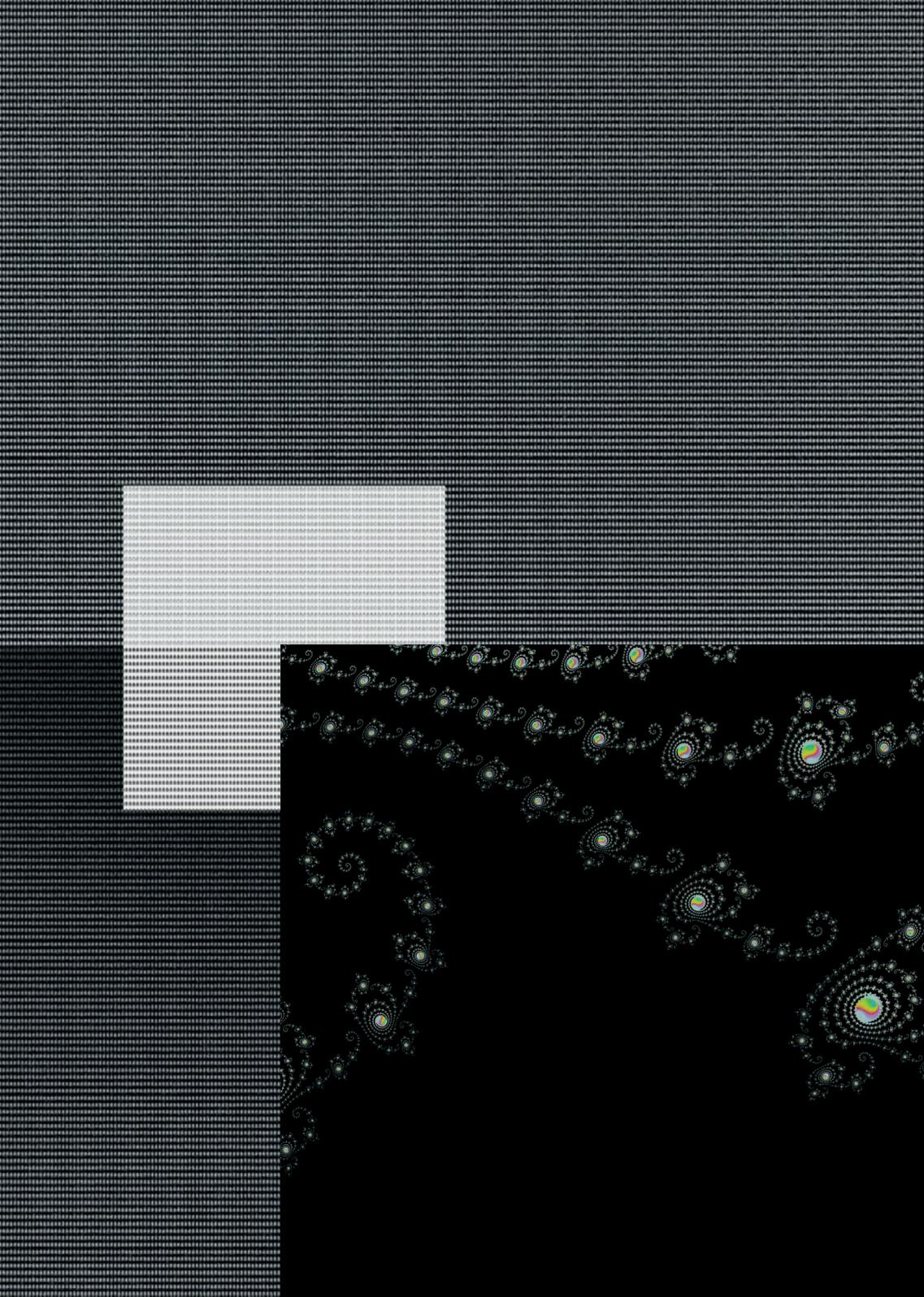
Environment study 8  
Procreate  
Custom Brush



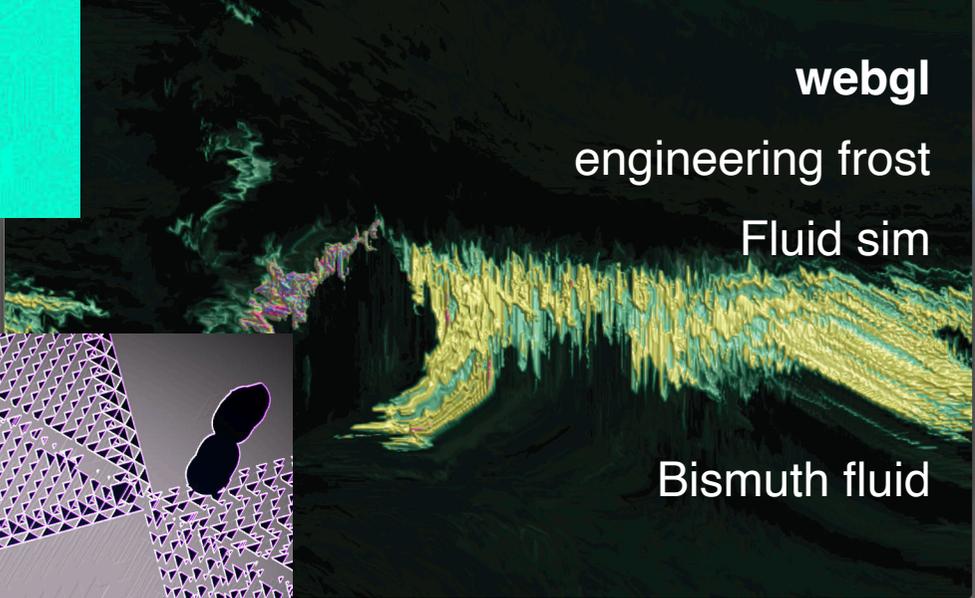
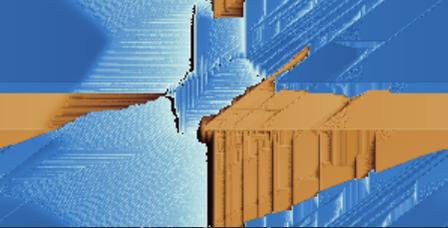


Warm  
C4D,Ps  
Custom Brush

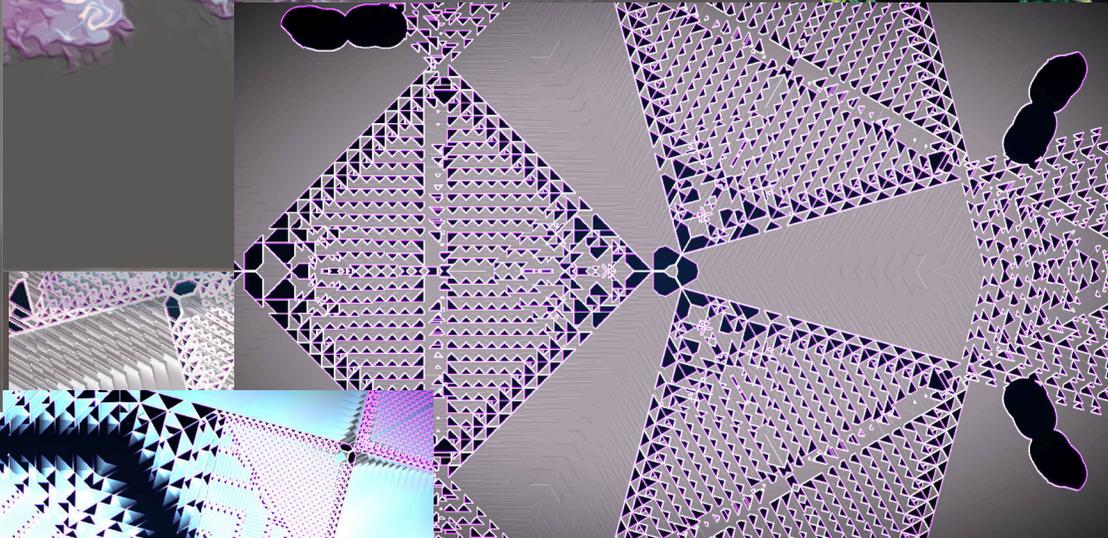
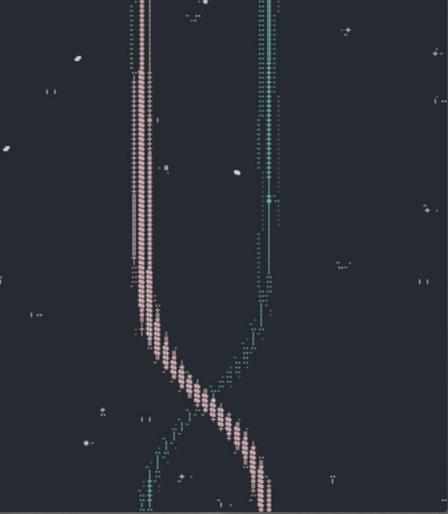
Environment study 224  
Procreate  
Custom Brush



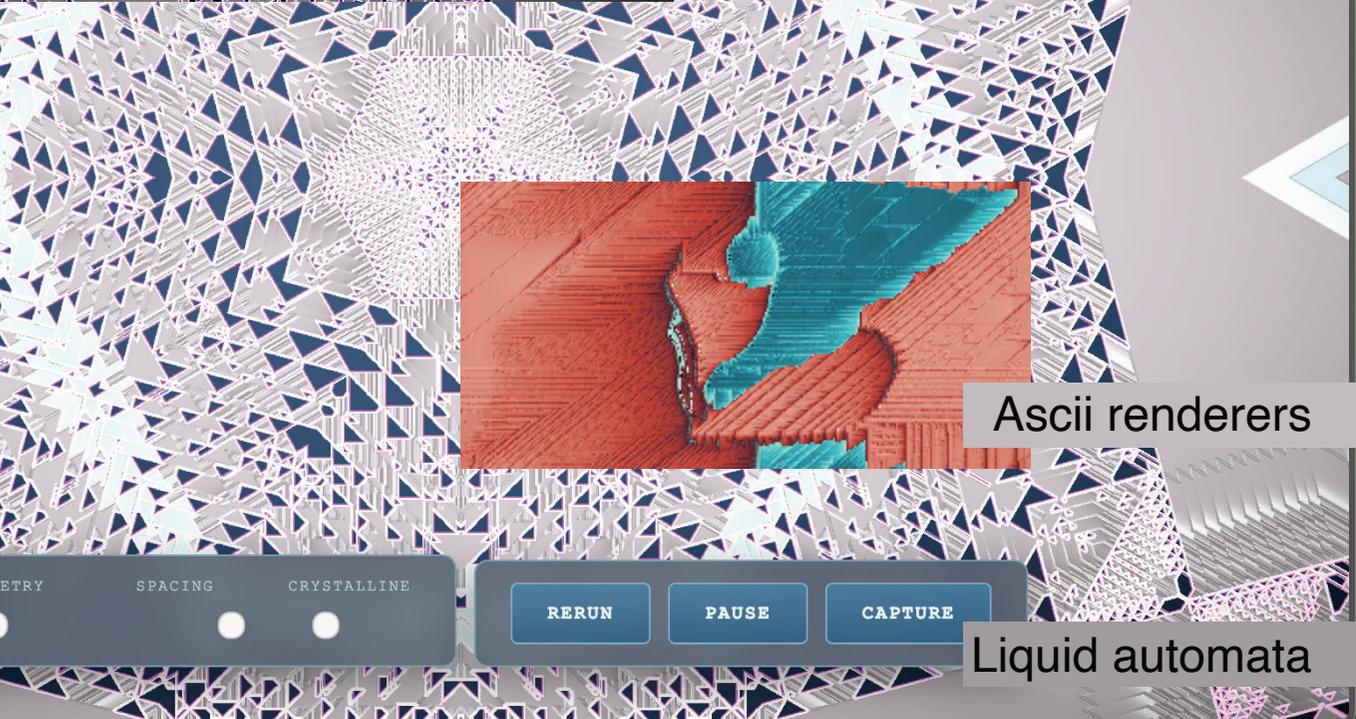
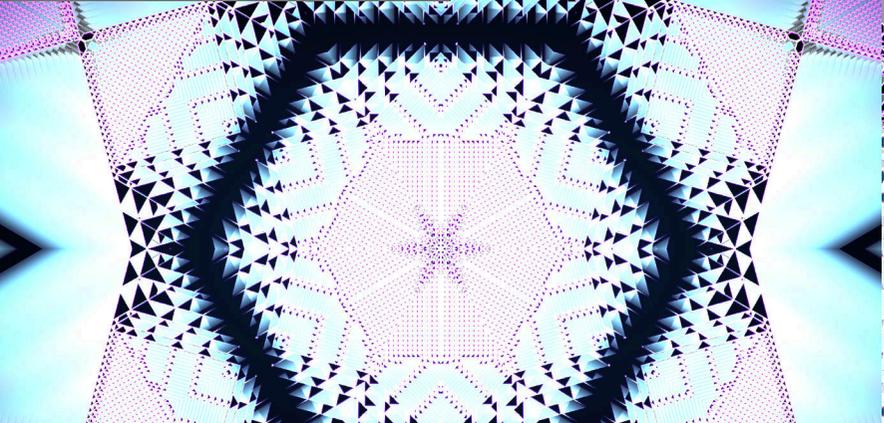
Viewport renders  
Blender, C4D  
Wireframe



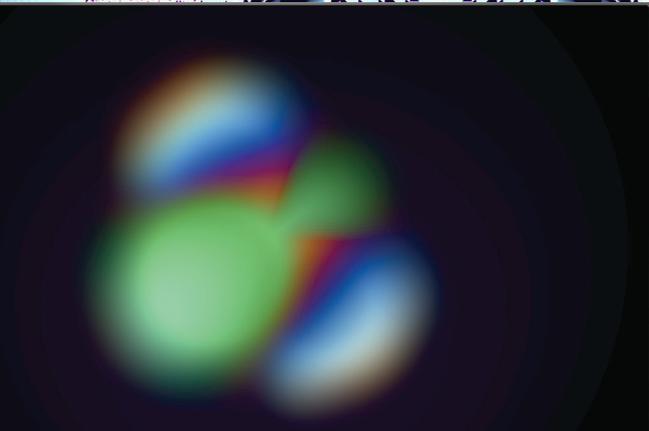
webgl  
engineering frost  
Fluid sim



Bismuth fluid

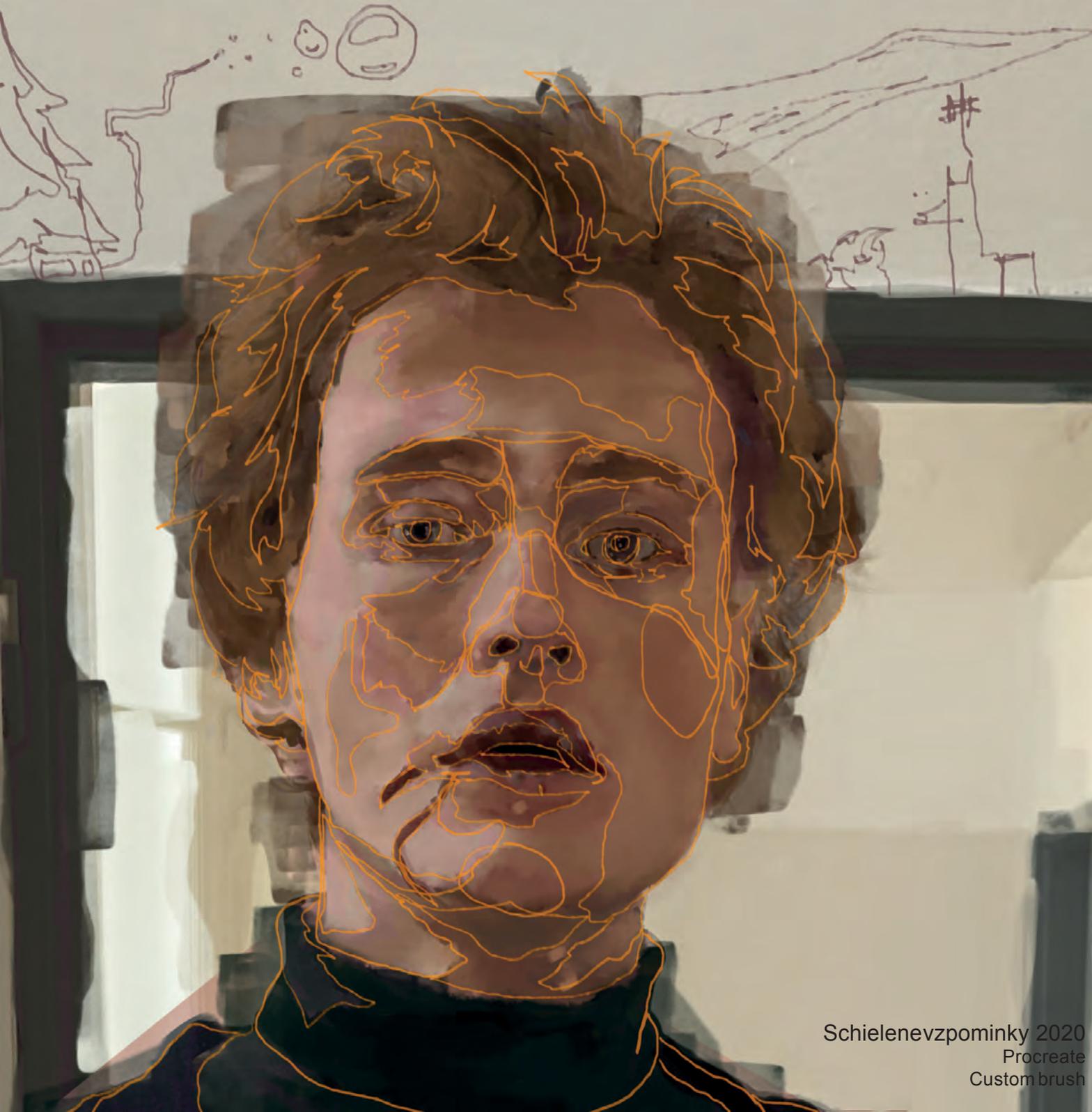


Ascii renderers



SYMMETRY
  SPACING
  CRYSTALLINE

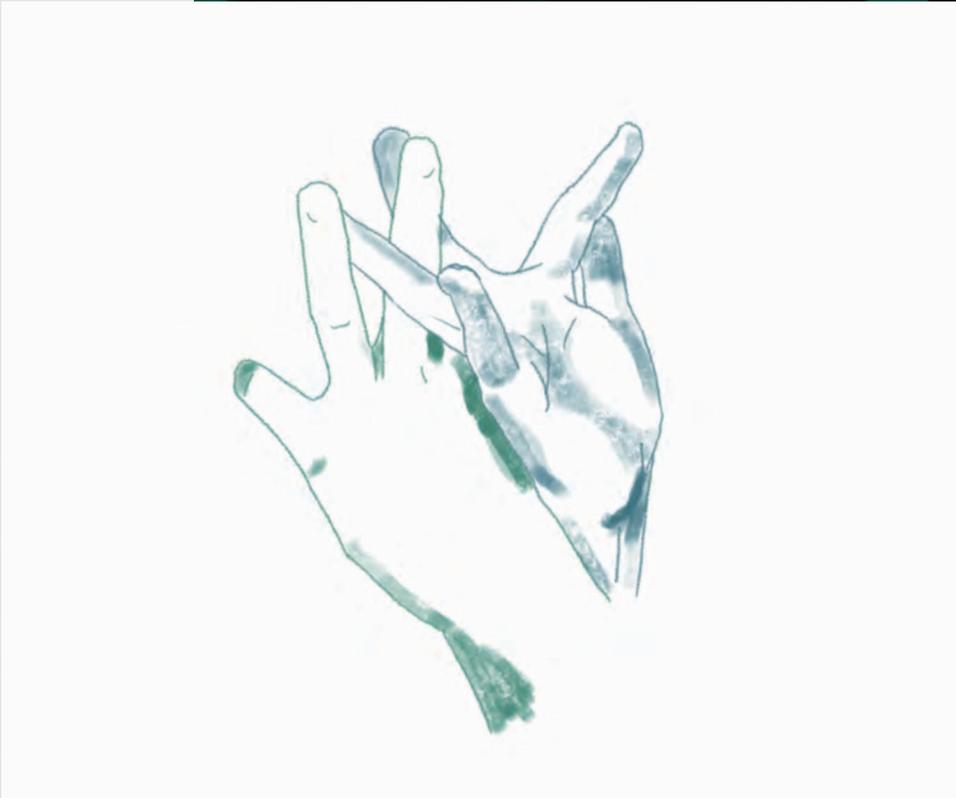
Liquid automata



Schielenevzpominky 2020  
Procreate  
Custom brush

Schielenevzpominky 2021  
Photoshop  
Custom brush





Fractured  
C4D  
Redshift

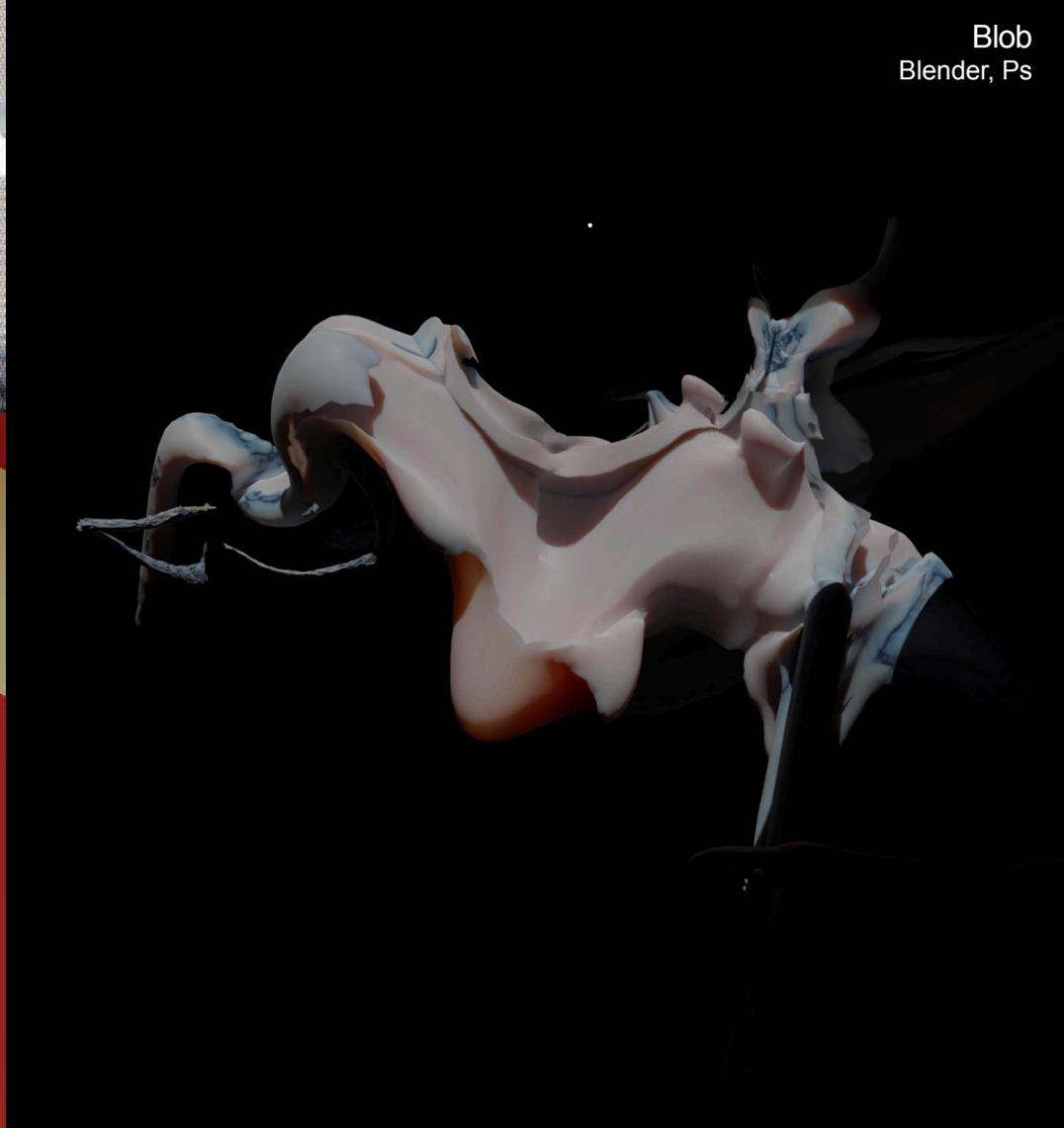




SampleVirus  
Blender, Ps  
Cycles



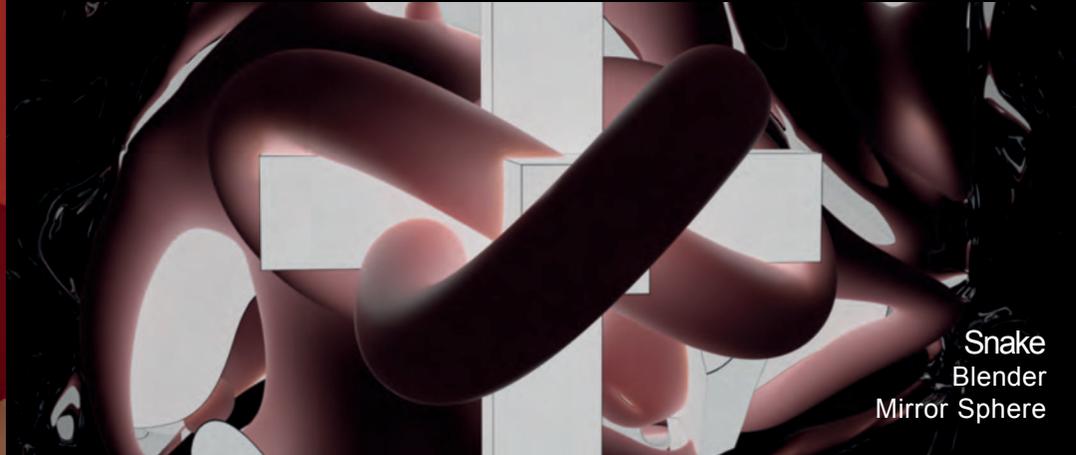
Noise  
Photoshop



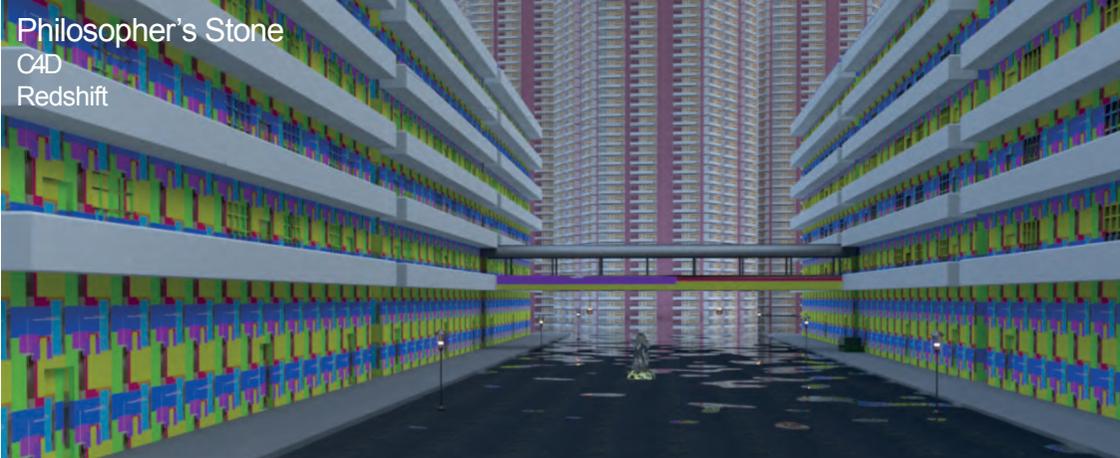
Blob  
Blender, Ps



Cube  
Blender  
GeoNodes

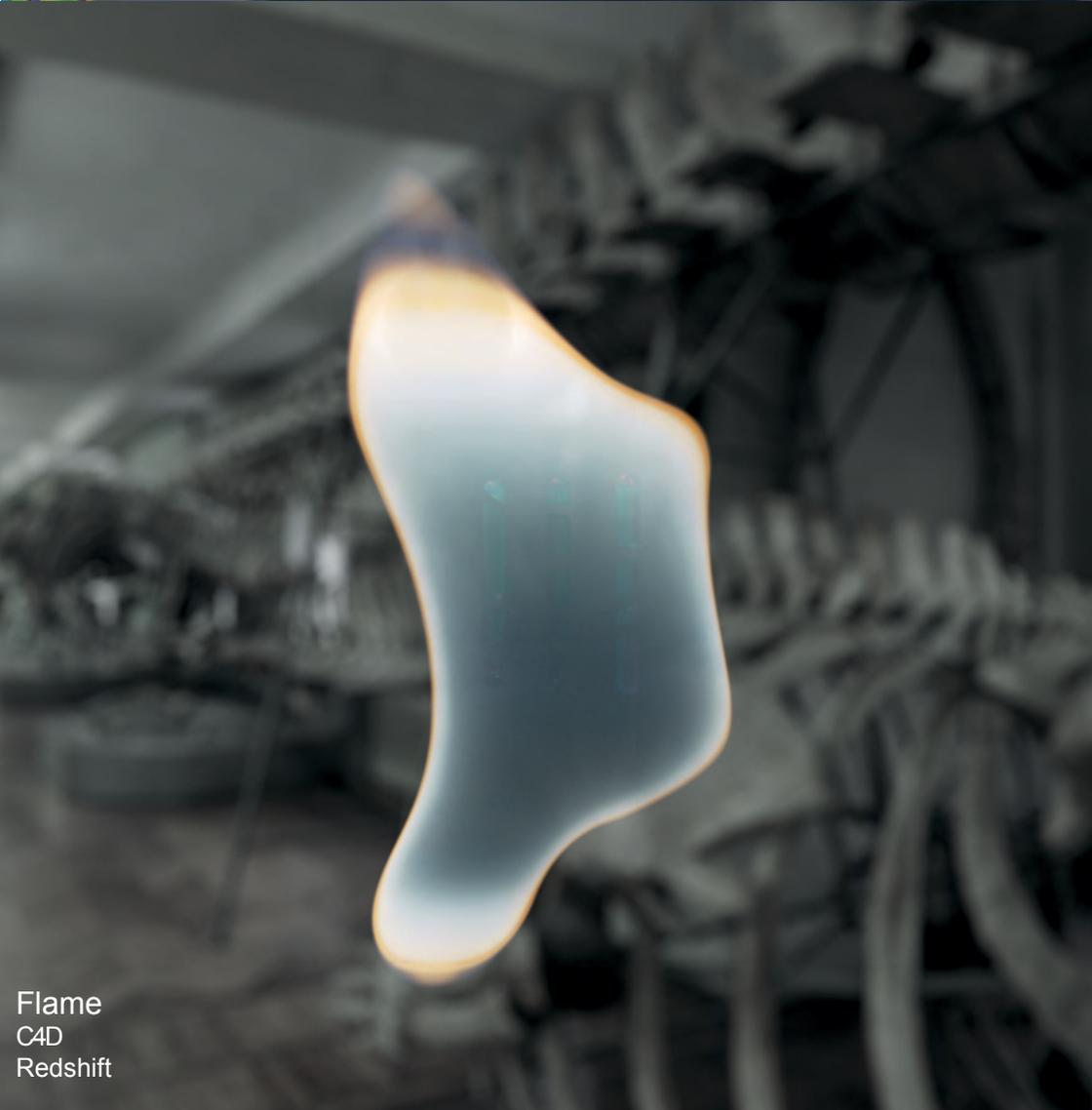


Snake  
Blender  
Mirror Sphere

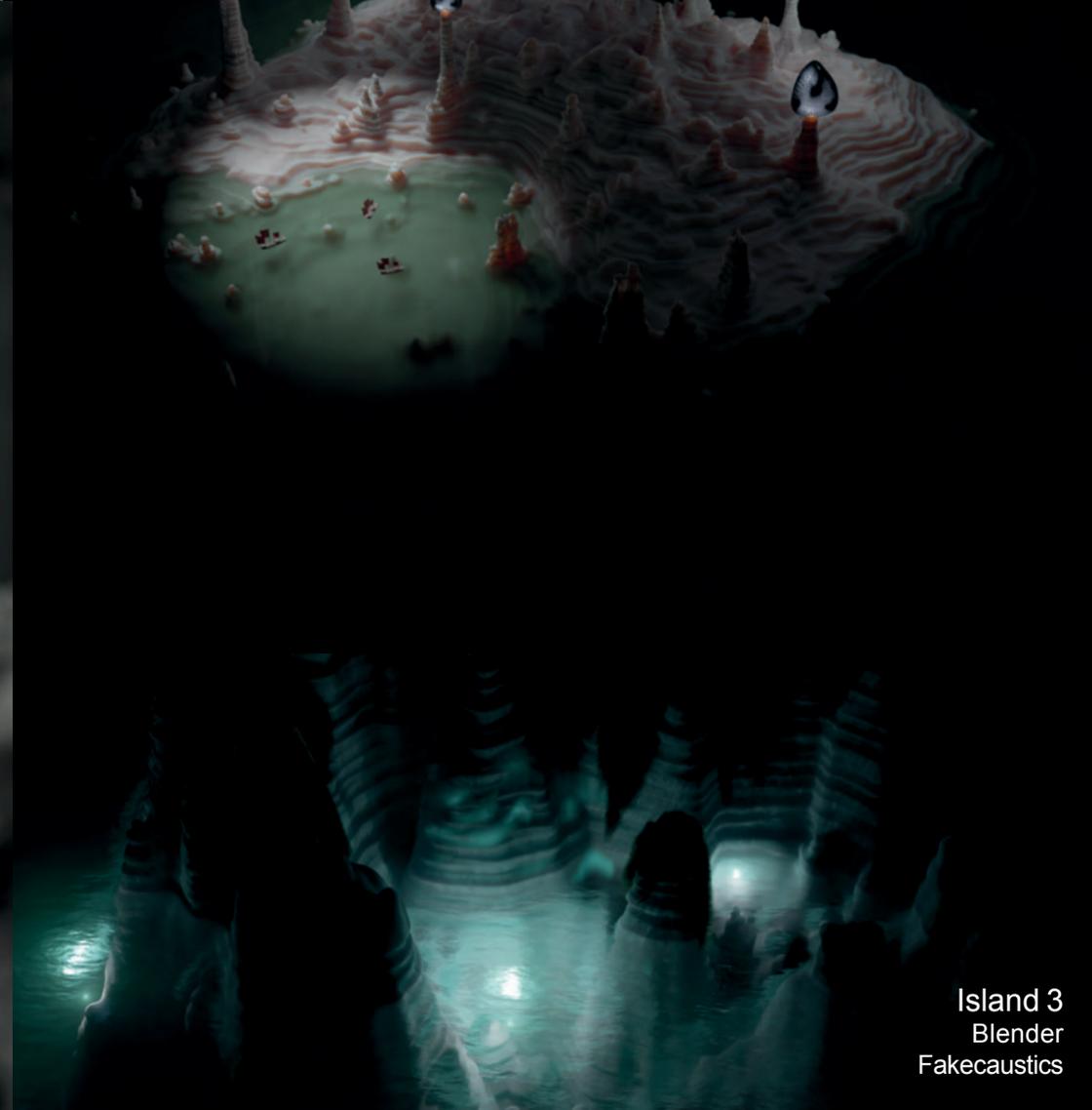


Philosopher's Stone  
C4D  
Redshift

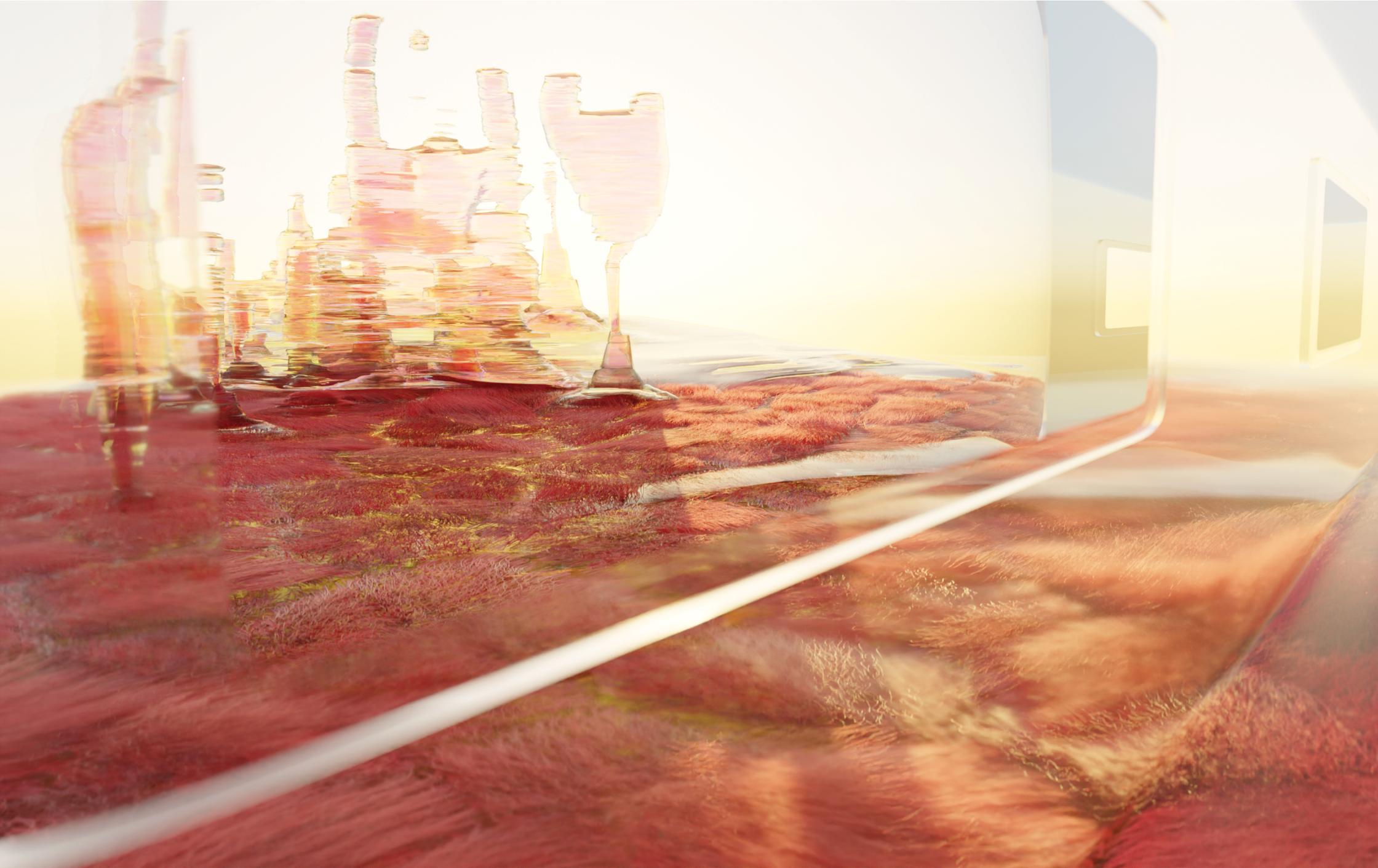
Island 6  
Blender  
Procedural



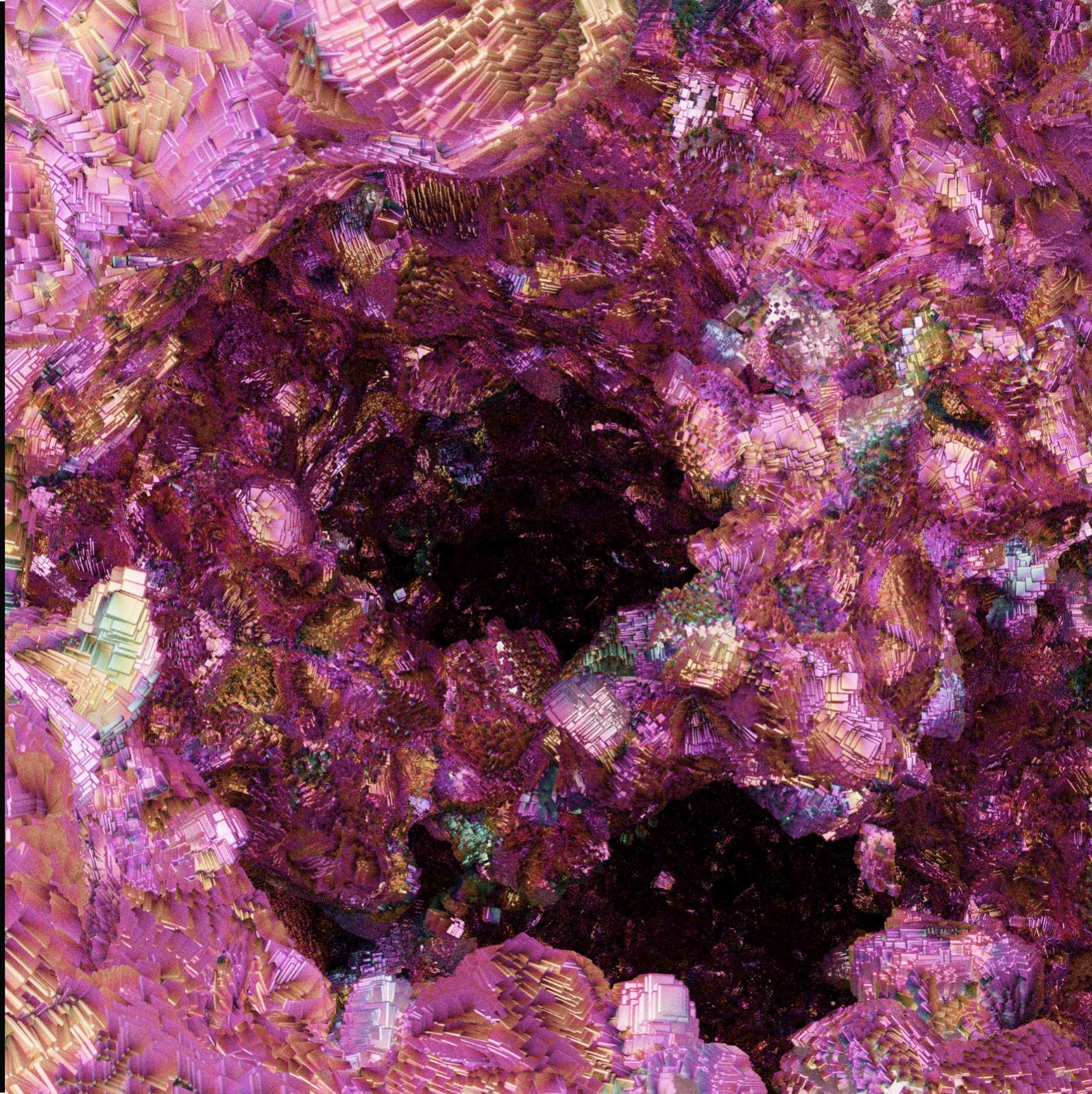
Flame  
C4D  
Redshift



Island 3  
Blender  
Fakecaustics

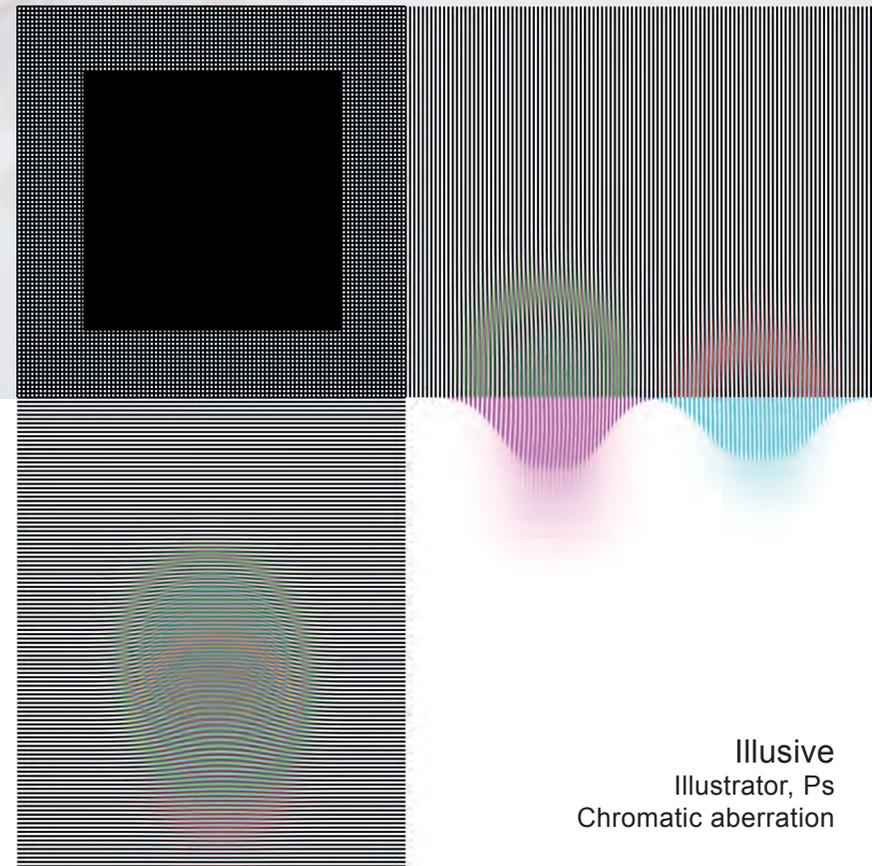


Howlin'  
Blender  
procedural





Island  
Blender  
Procedural/sculpting



Illusive  
Illustrator, Ps  
Chromatic aberration

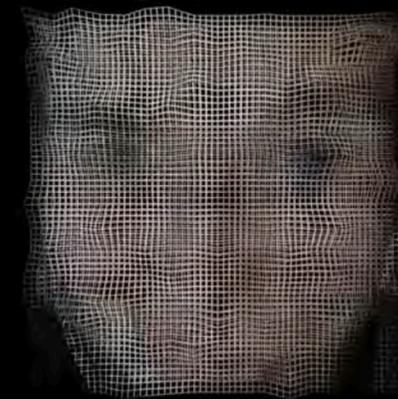
# Příklady animovaných videosekvencí cut



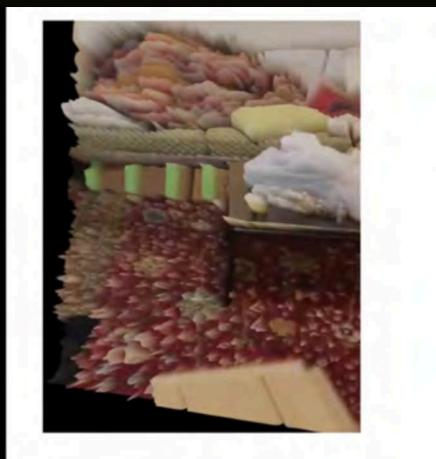
[Link na animaci „RRRRR“](#)



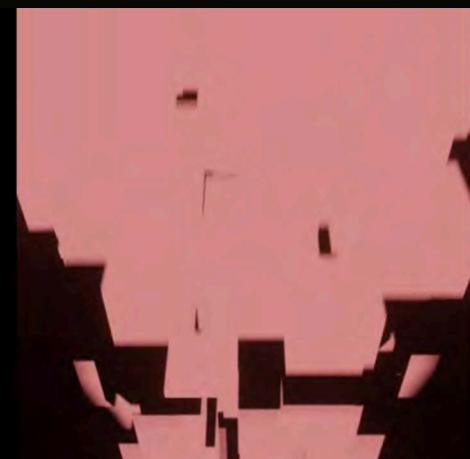
[Link na animaci „HR“](#)



[Link na animaci „DOG“](#)



[Link na animaci pro „FLIBOGLEBO“](#)



[Link na animaci „TEW“](#)

# Projekt na téma: Poslední vteřina před koncem světa

V planetáriu bych rád představil možnost cyklického průběhu vesmíru.

Chtěl bych poukázat na analogii Velkého třesku - bílé díry.

V tomto pojetí by prostoročasový trychtýř vypadal sinusoidálně. Poslední objekt ve vesmíru, černá díra, by se pomocí Hawkingovy radiace vypařoval, než by tíha černé díry nezačala jí samotnou kolabovat.

V nové prostoročasové bublině (novém vesmíru) by se tato kolabovaná hmota jevila jako velký třesk.

Rád bych představil pád do této kolabující černé díry a "vyplivnutí" diváka v novém vesmíru.

Tento princip je z mého pohledu jeden z nejelegantnějších předpokladů pro matematický důkaz prostoročasu.

Přikládám několik studií takového renderování skrze touchdesigner a jednu interaktivní mapu takového vesmíru.

Projekt je audioreaktivní, tedy buď reaguje na zvuk v sále, nebo předem exportovaný spolu se soundtrackem.

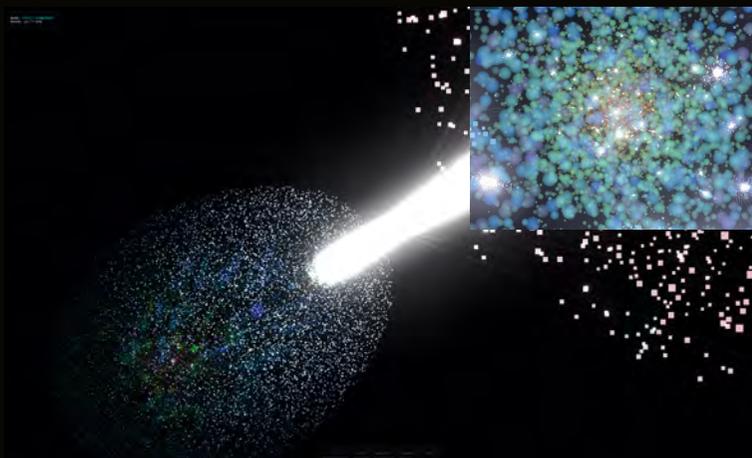
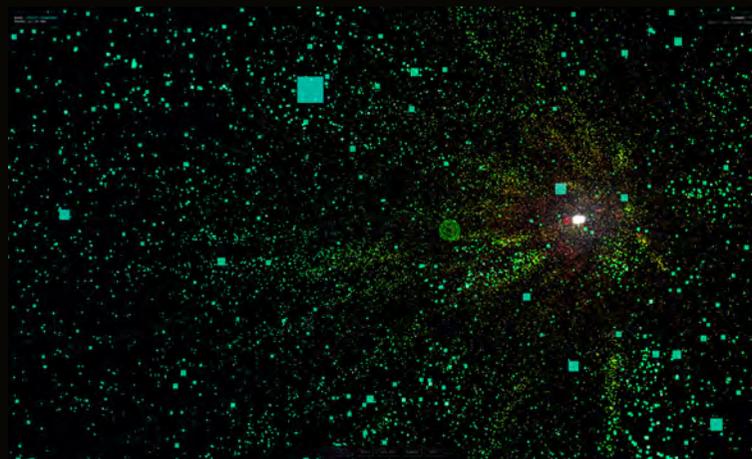
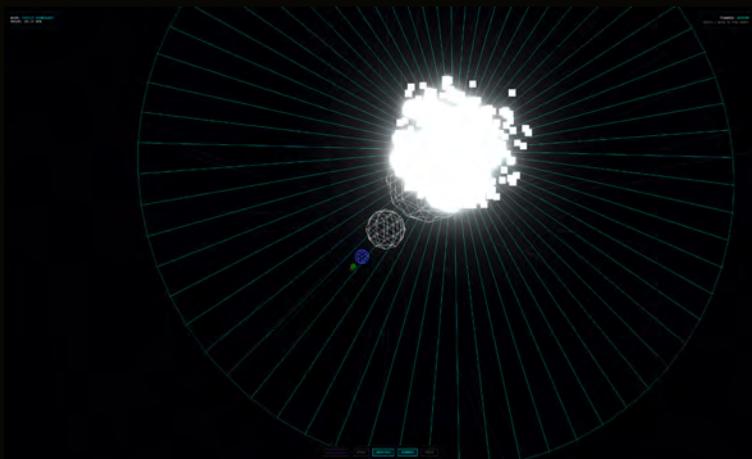
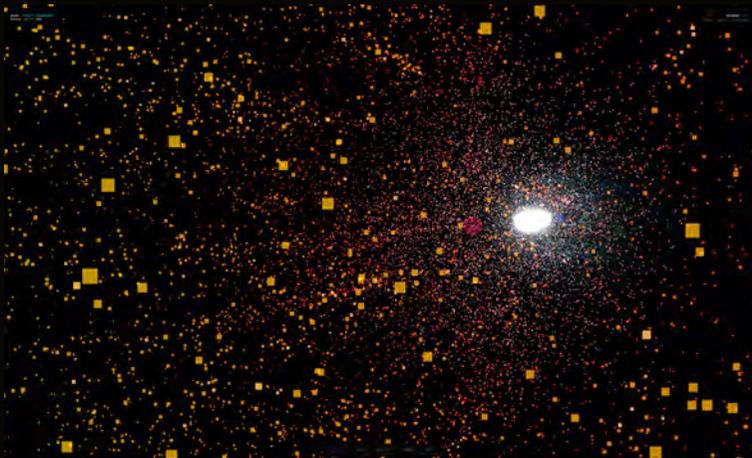
Pro Planetum jsem dělal delivery encoder, takže očekávám, že by bylo nutné předem exportovat 8k video se zvukem z touchdesigneru, z toho png sekvenci, kde se potom rozseká každý snímek na čtyři tily, které mohou použít.



Odkazy:

[Interaktivní model projektu](#)

[Touchdesigner renders - dome](#)



CYCLIC UNIVERSE  
EPOCH: 3.14 GYR

SCANNER: OFF  
SCROLL / SWIPE TO TIME TRAVEL

SCANNER: 77%  
SCROLL / SWIPE TO TIME TRAVEL

DESCRIPTION

AUDIO

AUTO-FLY

SCANNER

RESET

