

My model was very conceptually driven. I was inspired by my drawings wherein one I drew squares connected by lines, my attention was drawn to this over the others and I had the idea to replicate that on a 3d plane. Also inspired by the bouncing DVD logo that everyone would go crazy for when it perfectly hit the corner, I wanted to highlight the path of the square across its journey over its many axis. The path of the square can be easily followed throughout the model as it jumps, flips and slides over itself.

