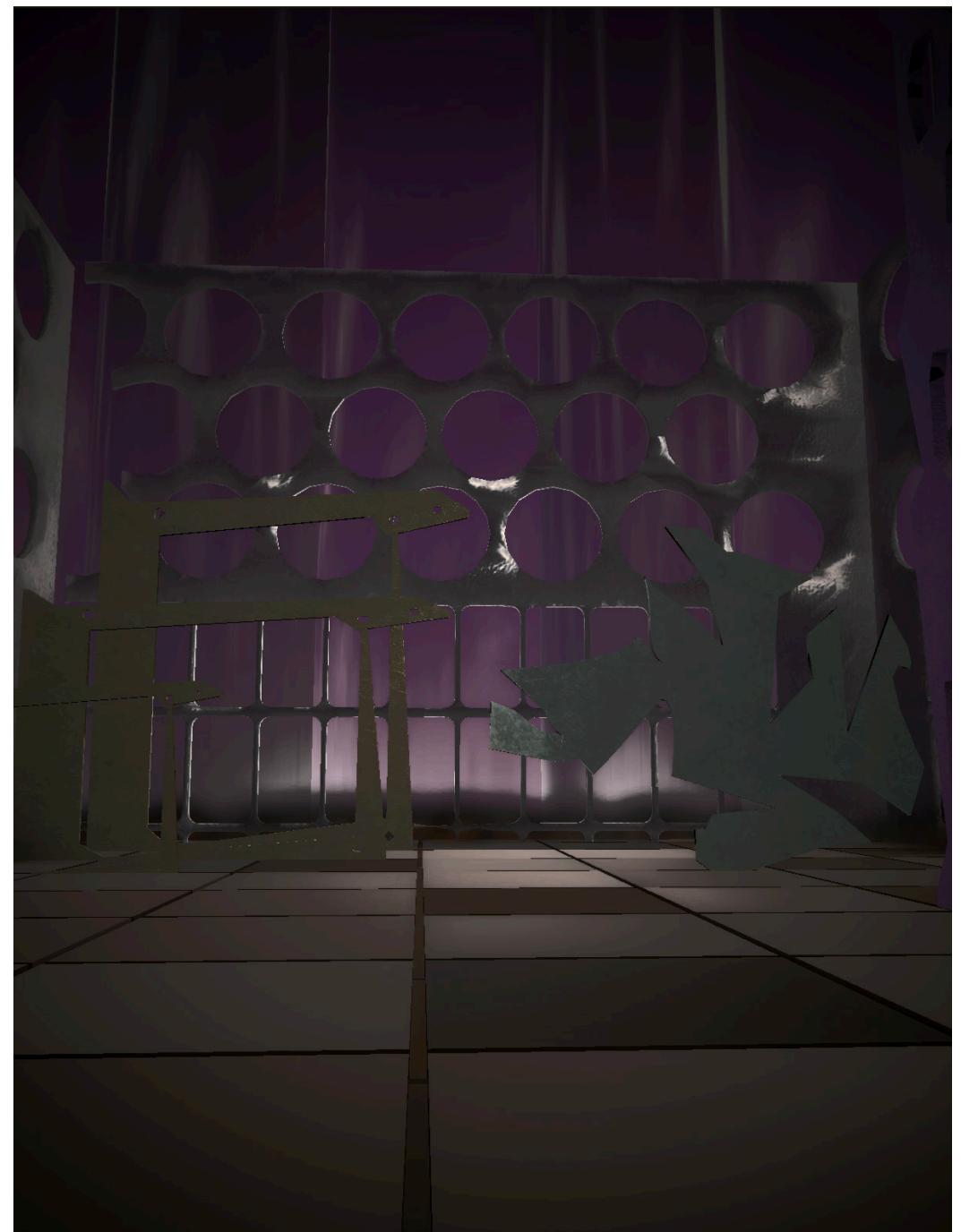
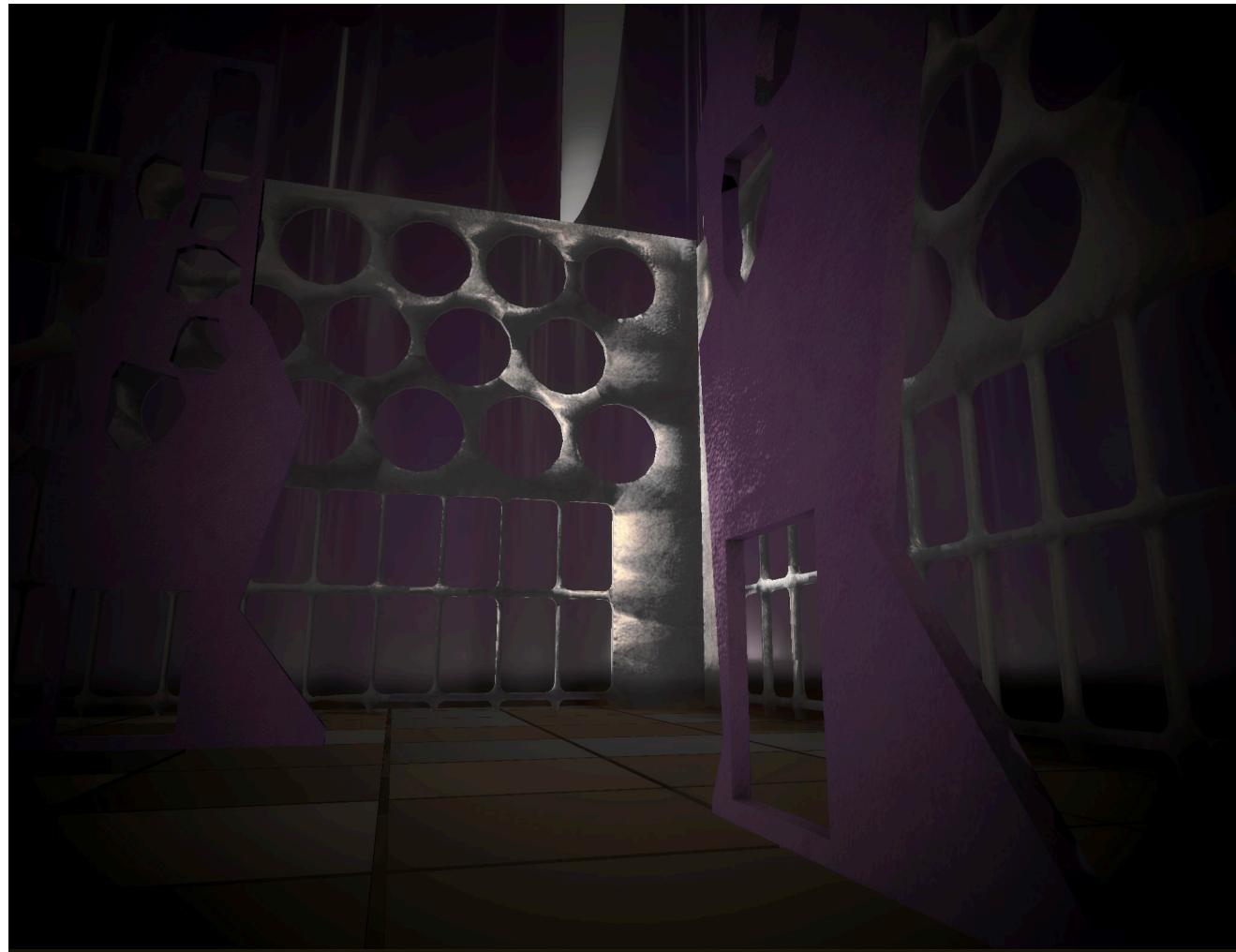


Cerna

Pitch

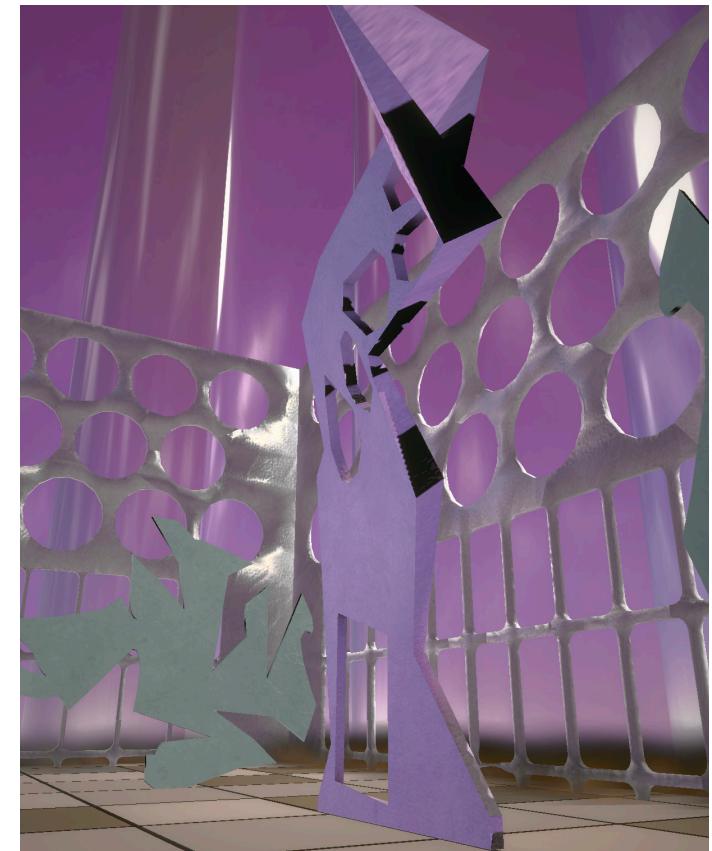
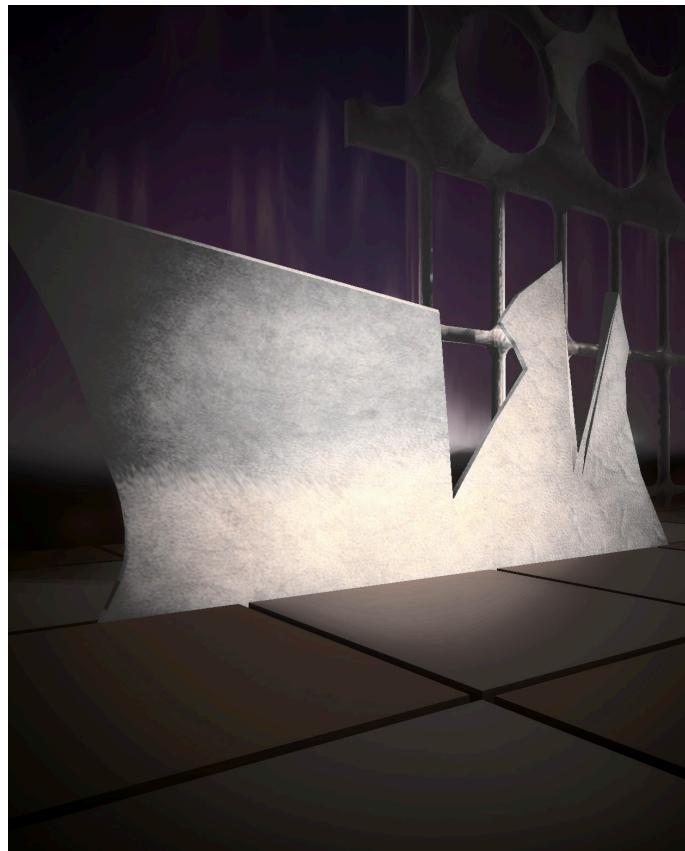
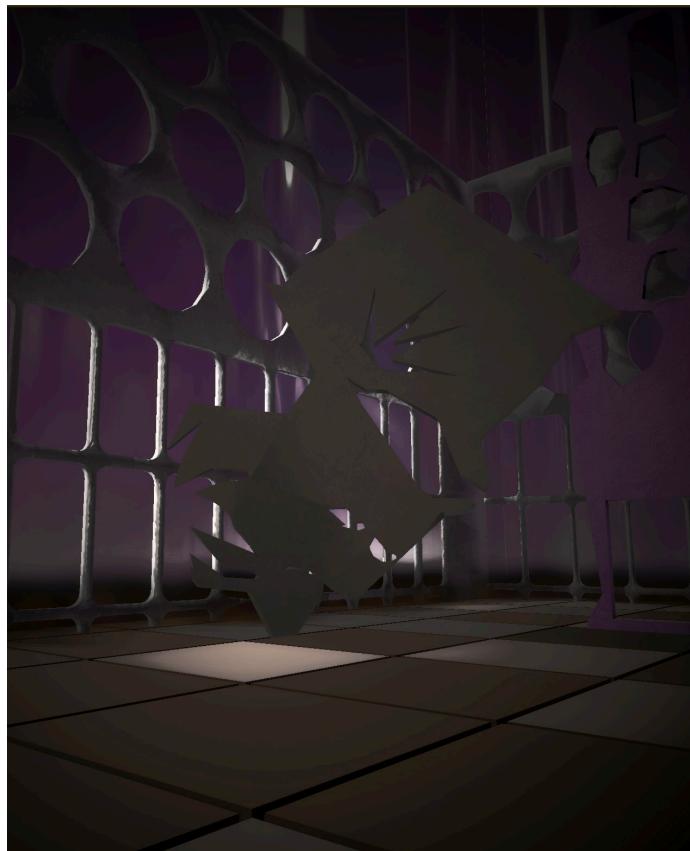
In this garden of petrified entities turned flat and straight, your gaze is the key to reverse their shape back into their initial form. What was once full of voluptuous curves and fluid structures is now conquered by normative spaces. Flat plans and rigid grids allover. Pay attention to your surroundings and focus on the specific individuals you want to liberate in order to mold them back into their original shape. But beware to those left unattended. Turning a blind eye is an act of surrender to the ever-constructing euclidian spaces. This is a permanent fight for you to reclaim the garden back in its hyperbolic state.





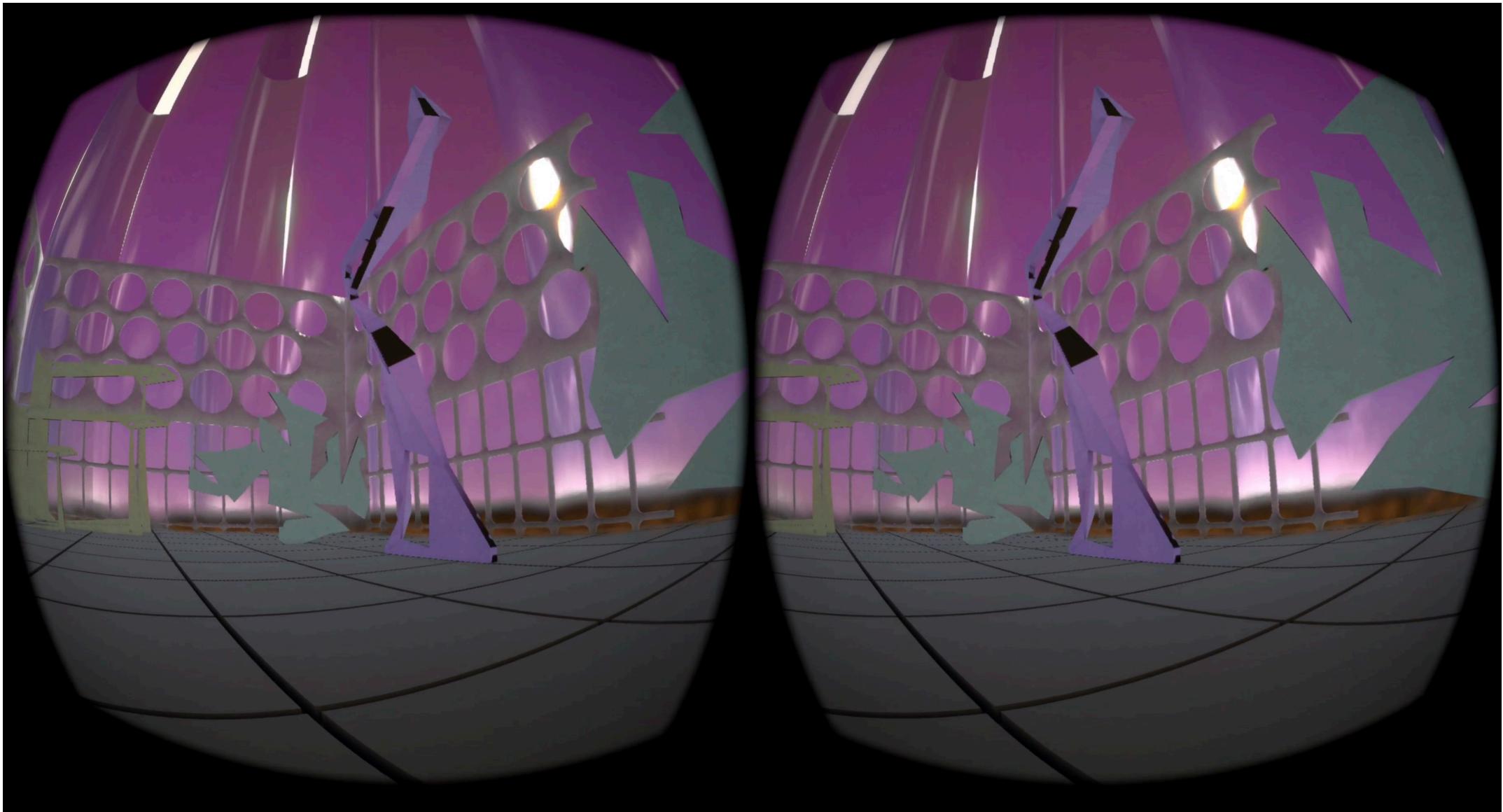
Visual Interaction Loop

The user has the freedom to gaze at any shapes around but if they are not gazed long enough they will get back immediately to their flat petrified state. Once reaching a certain point of depetrification you can focus on another one. Past a certain point the latest form will go back to its rigid form if not fully unlocked. The user has to keep maintaining the garden for it to stay fluid and alive. The game ends when all the shapes are fully depetrified, bringing back light and color for the gamer to contemplate the garden in its final form.



Point of view

Standing centered in this Garden of petrified entities,
you are the Gardener trying to bring life and beauty back
in the garden. Your goal is tending to your surroundings.



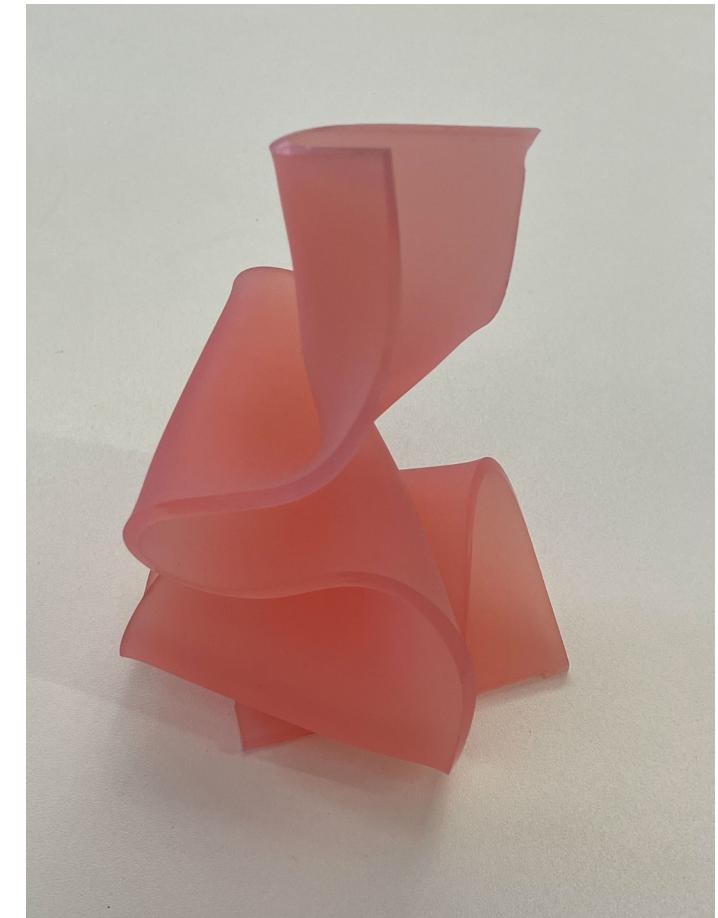
Asset creation

Modular grid as basis for the scene ground



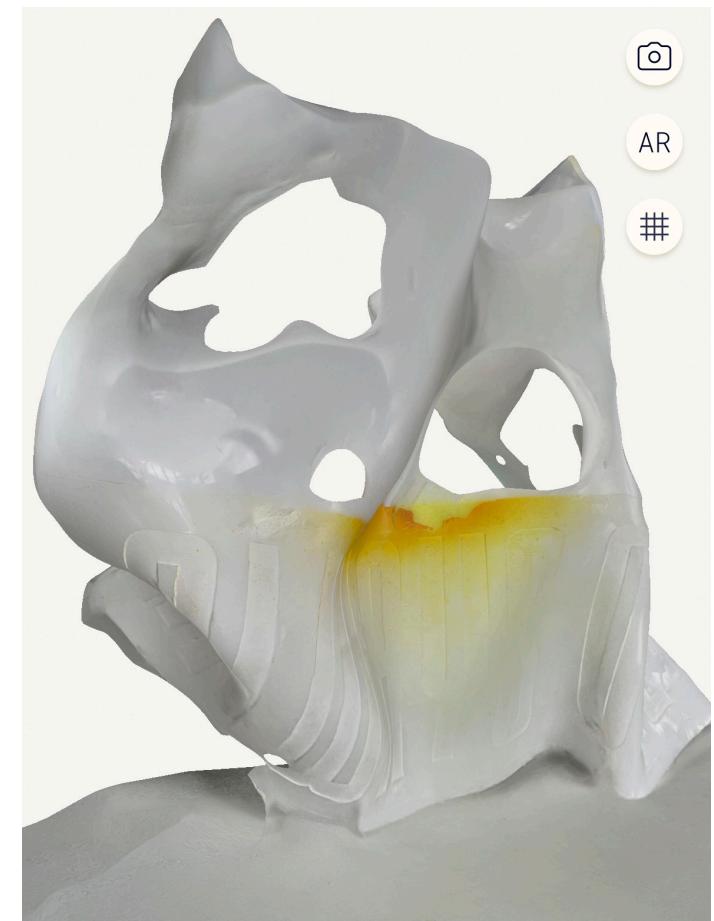
Asset creation

Heated and molded discarded plexi gathered from the workshops



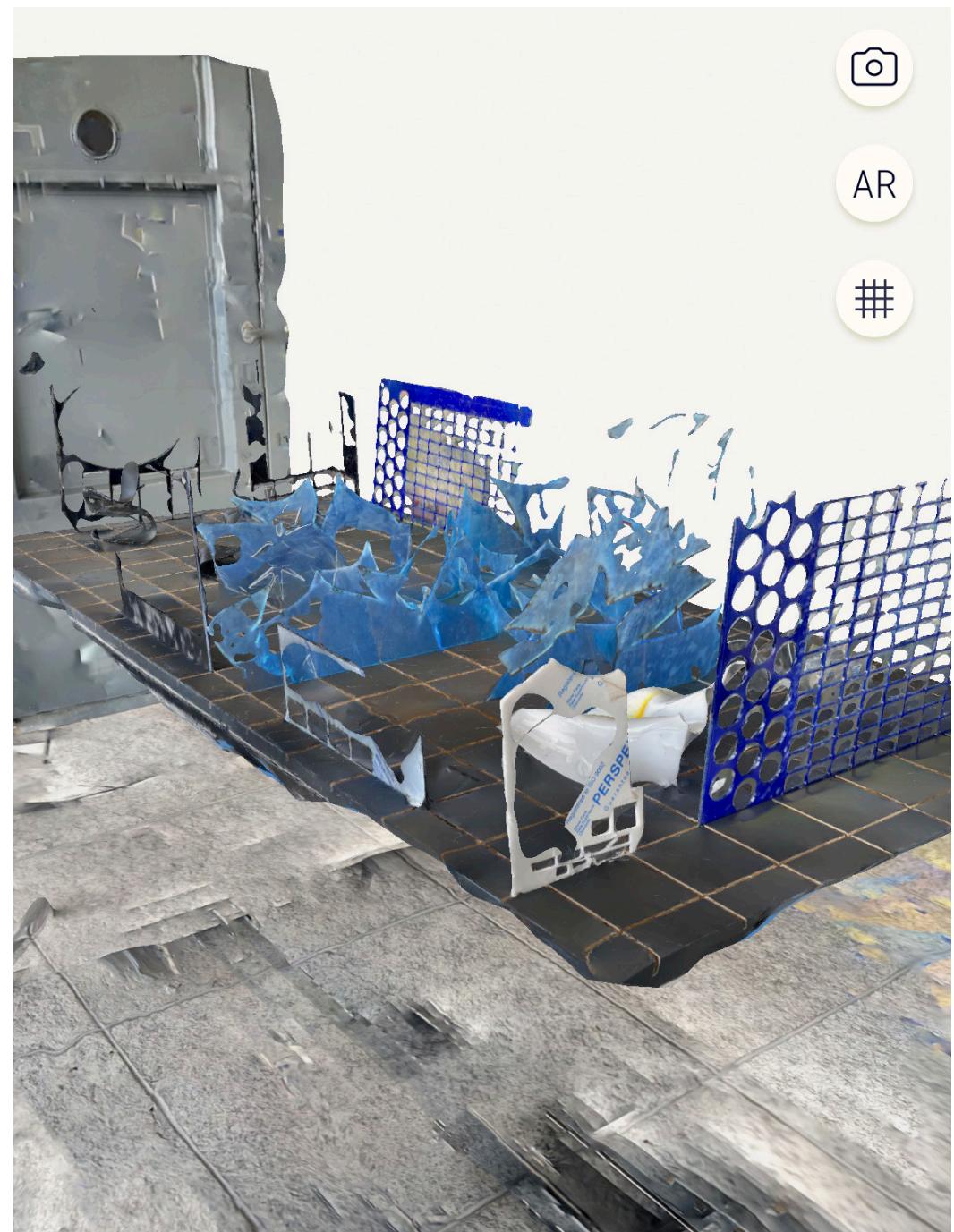
Asset creation

From mold to scan



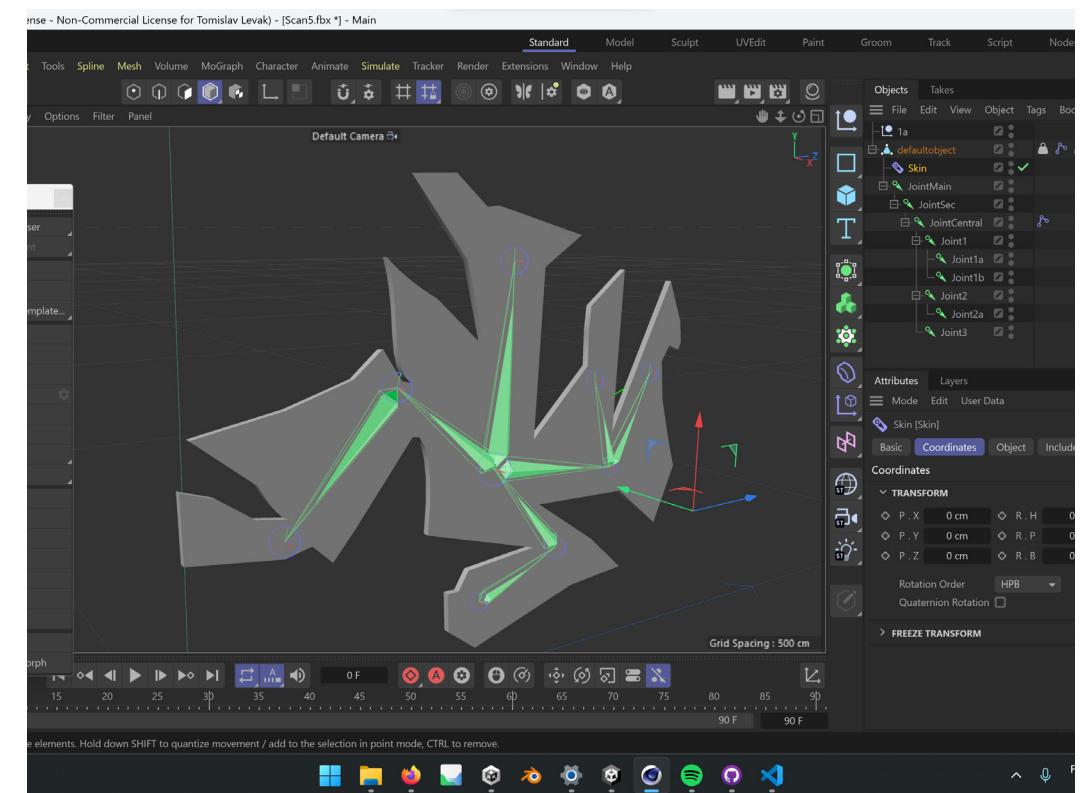
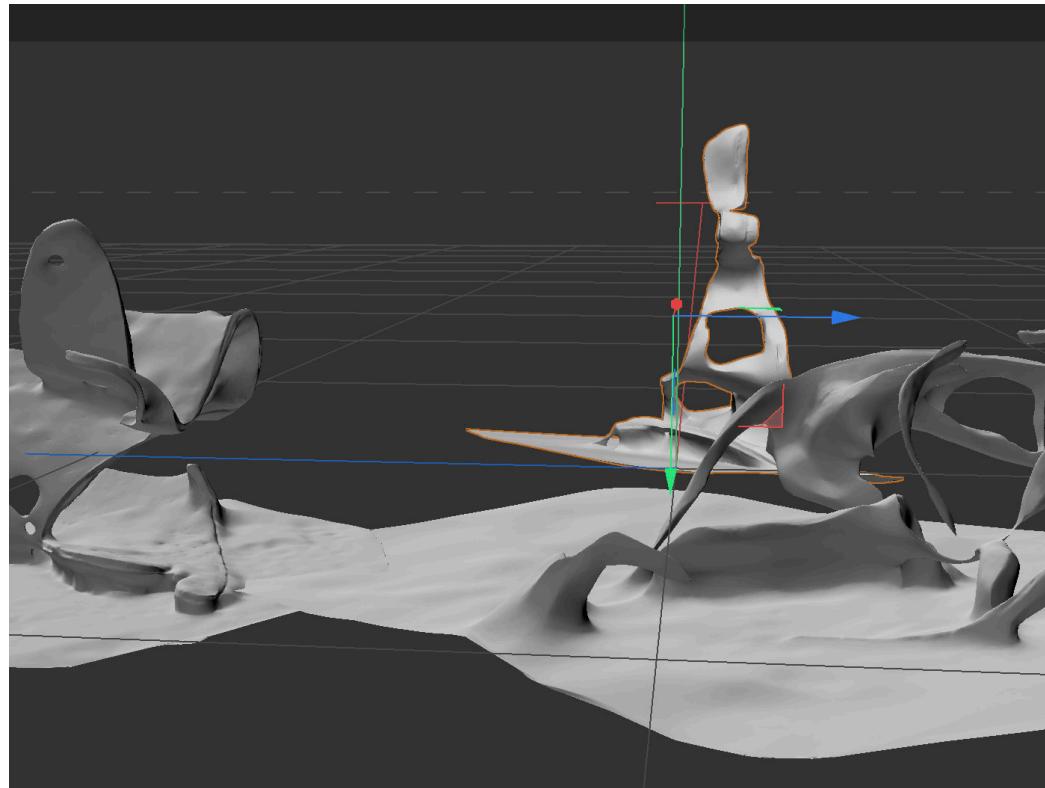
Devlog

From physical scene to scan



Devlog

3D retouching and rigging assets



Devlog

Texturing and VR Scene setup

