Art 175 : Environmental Transitions

Our Project will consist of multiple worlds within one virtual space. Those virtual worlds would be different from each another. Stephanie and Justin are going to create surreal environments. And I, Rajeev, am going to create a bridge of multiple dimensions that will allow one to merge into a random virtual world. For example, Justin is going to create a more unrealistic nature kind of environment where there will be a dark hole/a bridge (the one that I am making) and could lead to Stephanie's or a random virtual world. Stephanie's world is a more modern, dystopian-like environment with floating islands.

Therefore, to travel from one place to another, one may need to cross my 5th-Dimensional path or bridge that will consist of traps and several paths. Justin will need a combination of surreal nature sound as he is going to create nature-like objects and living things, Stephanie' world will not have a platform/ground, however, everything will be floating, like little hills or platforms floating in the air, within a virtual space, and Rajeev's world will consist of various pathways where there will be traps of invisible steps in which one can fall and land on another path/dimension that could lead them randomly to one of Stephanie's floating platform.

Below is a visual example of what we are still working on :-