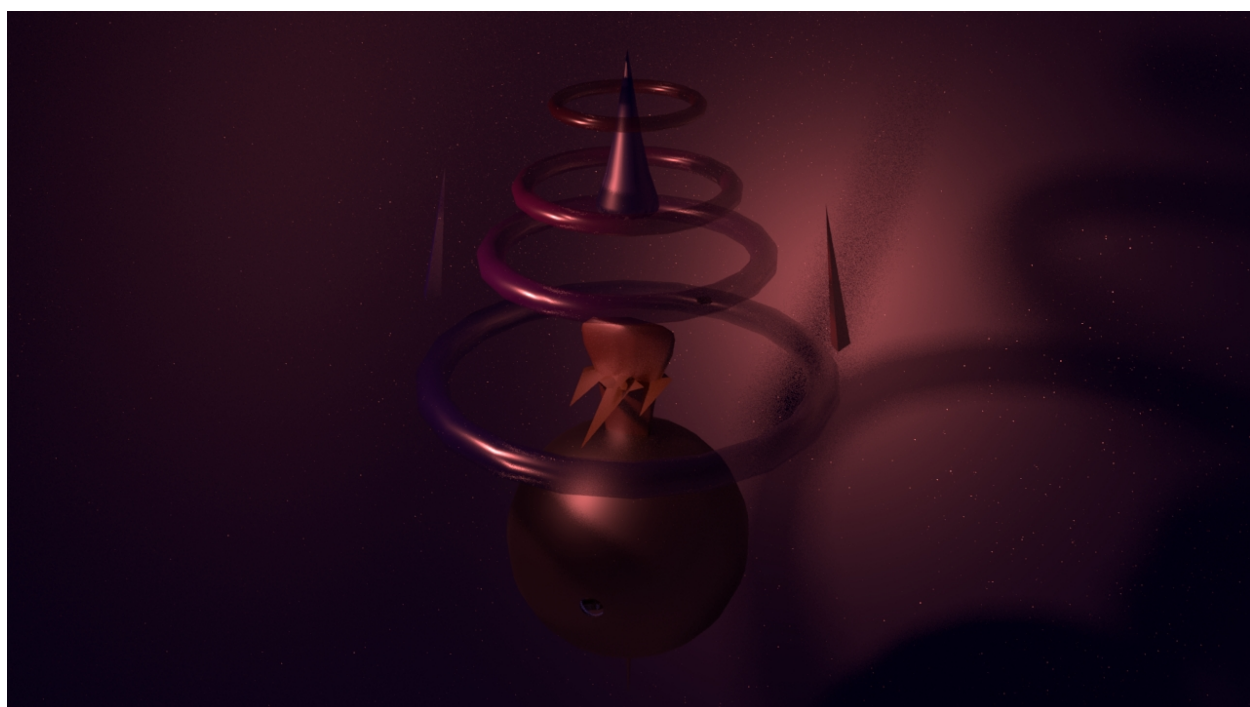
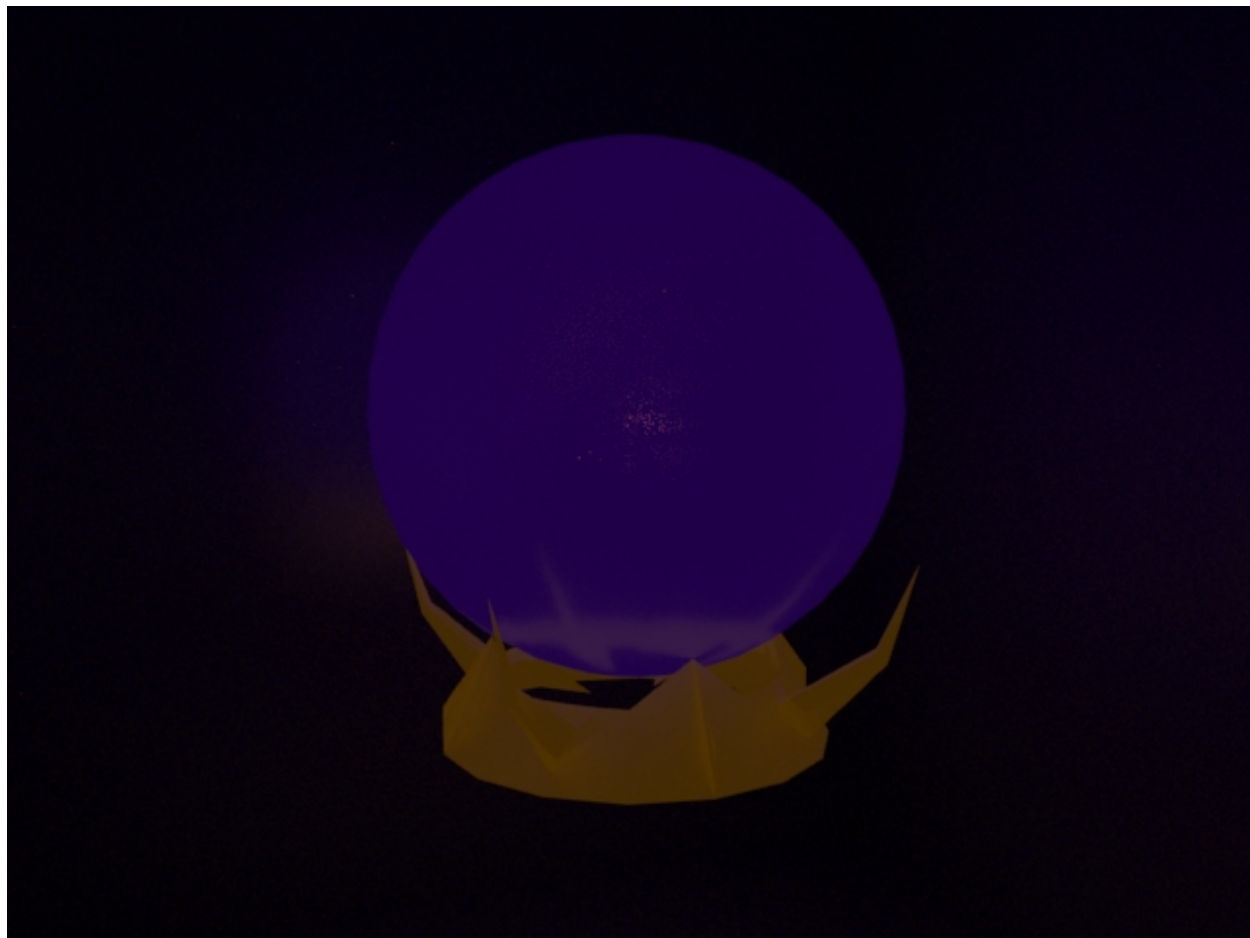
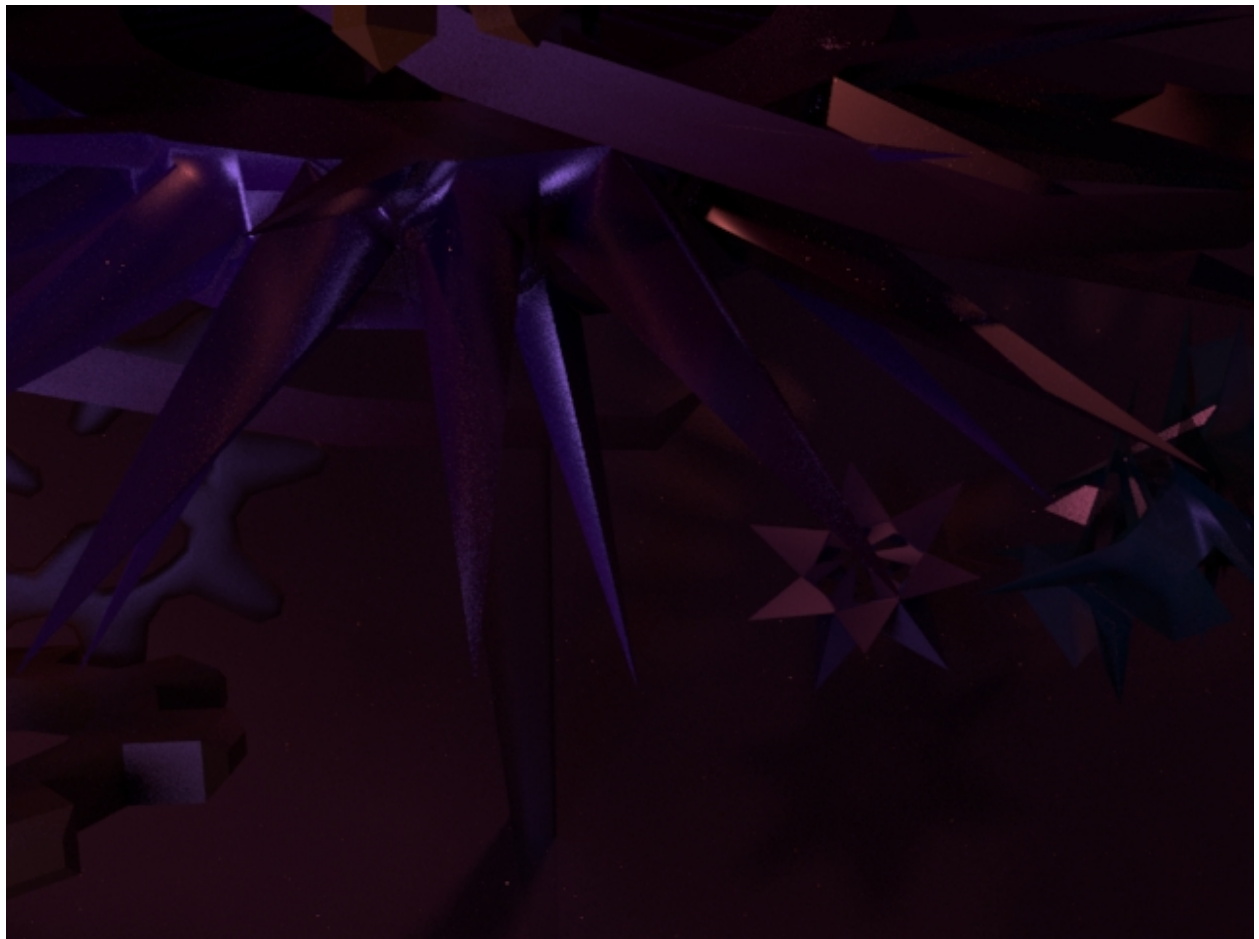
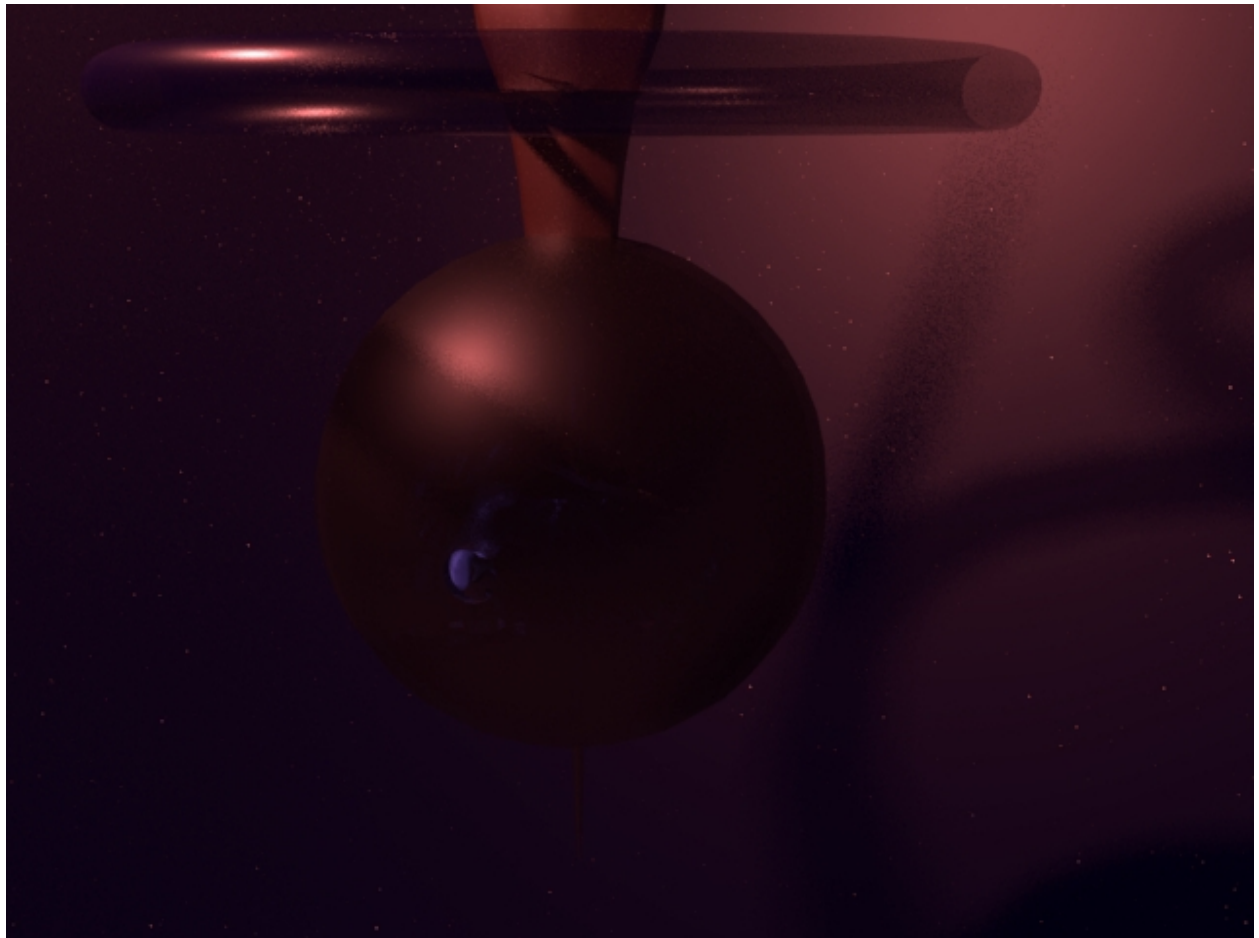


# Project One- Worlds Within

Samuel Yeung







The project was mostly an exploration of the software and attempts at redefining a gallery space. Instead of three sculptures, there are three layers within each other. Earlier ideas were to have a theme of ocean, space, and earth or perhaps galaxies. This failed to keep my interest for long, so it changed into a fantasy world instead. The outer layer ended up as a crystal ball with the middle layer inside. If there had been more time, the middle layer would have been developed into a magical city or space setting. It is currently a floating structure that could be expanded into either path. Within the structure is a bundle of gears that vaguely represents a steampunk world, although some of the gears stray from their original functions.