

Project 4 Floating Cities

This VR installation is based on concept of how futuristic cities would look like in our distant future. After drawing my inspiration from various movies exploring this idea, I created three floating cities combined with floating vehicles or objects.

As the world's human population on earth increase each year to nearly 8 billion, Dwelling space is something that is of greatest concern, and I wanted to explore that idea. In movies and various media, we are given small a glimpse of how futurist cities would be like. After viewing various video games and movies, wanted to expand the idea of how extended cities be like if they resided in the sky.

In my process, I used the program Sculptris to mold my objects. After I sculpted my objects, I exported those objects as OBJ files into Maya. In Maya, I used the hypershade tool to assign materials and color my objects. I then set the objects up in a VR installation in the program Unity. The first object I created was an octopus or squid-like creature. The object was inspired by the futuristic floating machine sentinels in the movie *The Matrix*. I intended my object to fulfill a similar purpose by illustrating how hovering vehicles would be like. The second object I sculpted was a futuristic tower on a plane. This tower was intended to imply that floating cities would need a source of levitation in order for them to be suspended in the sky. I conceptualized this idea from viewing the Jetsons cartoon and playing Halo the video game. The last object I sculpted was the actual floating city representation. With this representation, I notion the idea of having buildings connected with bridges as well as having individual cities being connected by bridges as well.























