Space Opera – Color & World Design

1. Totem & Table Centerpiece Concepts

- The **cylindrical center of each tabletop** could act as a **pedestal for totems** that represent each planetary society.

- These cylinders may be **textured** to reflect each world's identity (e.g., **moss-like texture** for certain planets).

- Totems can evolve narratively over the course of the show or remain as symbolic objects of each world's ideology and culture.

2. Color Palette Strategy

- General alignment with **ROYGBIV**, but leaning toward **non-primary**, more nuanced variations (e.g., burnt orange, deep indigo, forest green).

- Colors should reinforce the emotional and elemental identity of each world without falling into cliché or oversaturation. (don't want to simply be primary.)

3. Planetary Society Concepts

Each table represents a unique planetary society, defined by its **elemental identity**, **cultural characteristics**, and **aesthetic design**:

Gemstone World

- **Element:** Earth (precious gemstones)

- **Look & Feel:** Inspired by **kintsugi** (gold-filled cracks in pottery)

- **Cultural Traits:** Fragility, elegance, a striving for utopia

- **Design Motifs:** Cracks filled with gold, crystalline textures

Foundry World

- **Element:** Fire

- **Look & Feel:** Industrial, metalworking

- **Cultural Traits:** Resourcefulness, heavy recycling, fire-resistance

- **Design Motifs:** Brickwork, metal scraps, kerchiefs as accessories

Sand World

- **Element:** Air

- **Look & Feel:** Desert-like, wind-blown aesthetics

- **Cultural Traits:** Survivors of erosion and exposure

- **Design Motifs:** Goggles, long flowing garments, fine dust/sand textures

Water World

- **Element:** Water (fluid, carved world)

- **Look & Feel:** Smooth, rounded, carved by erosion

- **Cultural Traits:** Engineers of high-pressure water tools

- **Design Motifs:** No hard edges, water-cut patterns

Plant World

- **Element:** Earth (agriculture)

- **Look & Feel:** Lush, grounded, fertile

- **Cultural Traits:** Deeply agrarian, sun-shielding attire

- **Design Motifs:** Wide-brim hats, terraced patterns, soil-toned cloth

Ice World

- **Element:** Water (frozen)

- **Look & Feel:** Stark, preserved

- **Cultural Traits:** Focused on memory and preservation, cryogenics for elders

- **Design Motifs:** Fur garments, cryo chambers, cold blues, white shimmer

Plasma World

- **Element:** Energy

- **Look & Feel:** Glowing, synthetic

- **Cultural Traits:** Technocratic, industrial but resource-poor in food

- **Design Motifs:** Neon lighting, glowing bracelets, minimal organic matter

4. Fabric Evolution Concepts

Across the 3 days, there are many ways the fabric environment could evolve:

- **Additional Layers:** Starting with taut, to 3 dropped rows, to finally vertically hung strips.
- **Dye Bleed:** Fabric can be dipped in dye that **bleeds upward**, symbolizing change or decay.
- **Knotted Fabric:** Knotting can show **growth, tension, or entanglement**—a metaphor for societal complexity and divergence over time.