

BRIEF DESCRIPTION:

Architectural form, reminiscent of layered, organic strata or geological formations.

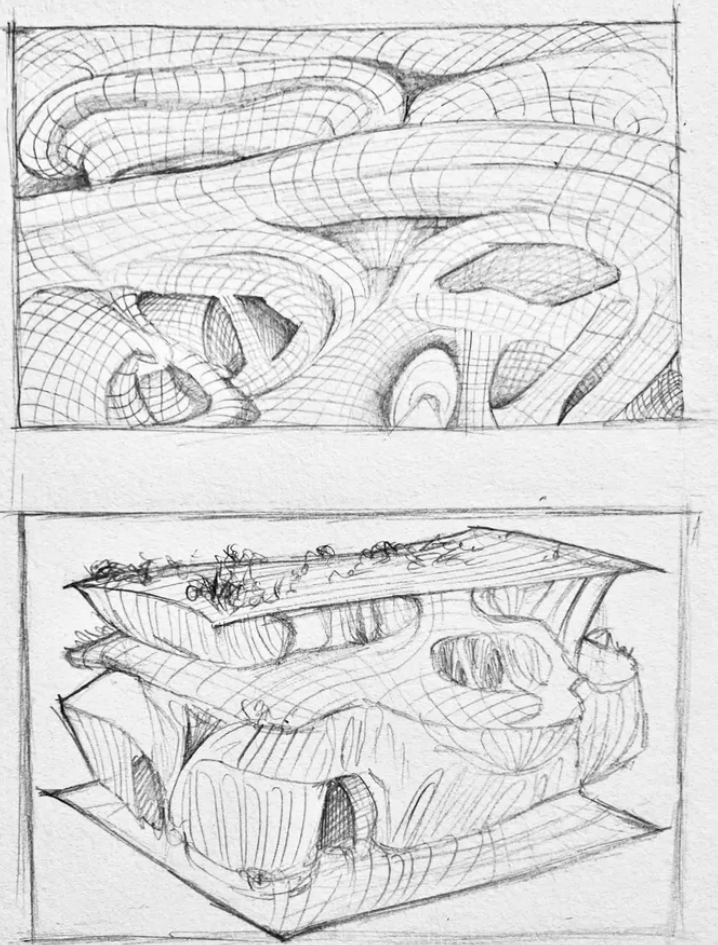
The surface has numerous cavities, corridors, and rooms.

Atop several of these layered platforms are gardens/vegetation.

Shaders and textures are personal photographs that are digitally altered.

Ultimately, the project will be displayed as a web experience using Verge3D

Initial Sketches



- videos as shader?
- organic textures/forms
- flowers/gardens growing on flat surfaces



[Check out this web demo](#)

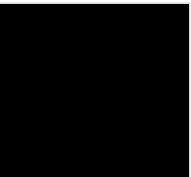
Colour Palettes (still deciding colour or grey-scale, leaning grey-scale)



Green Kelp



Salt Box



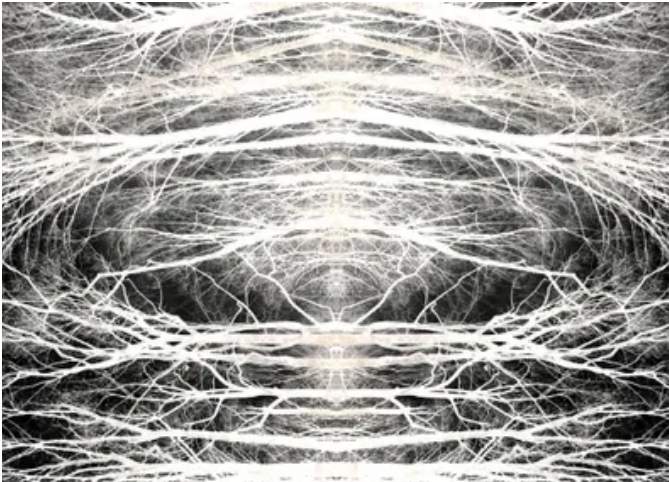
Black



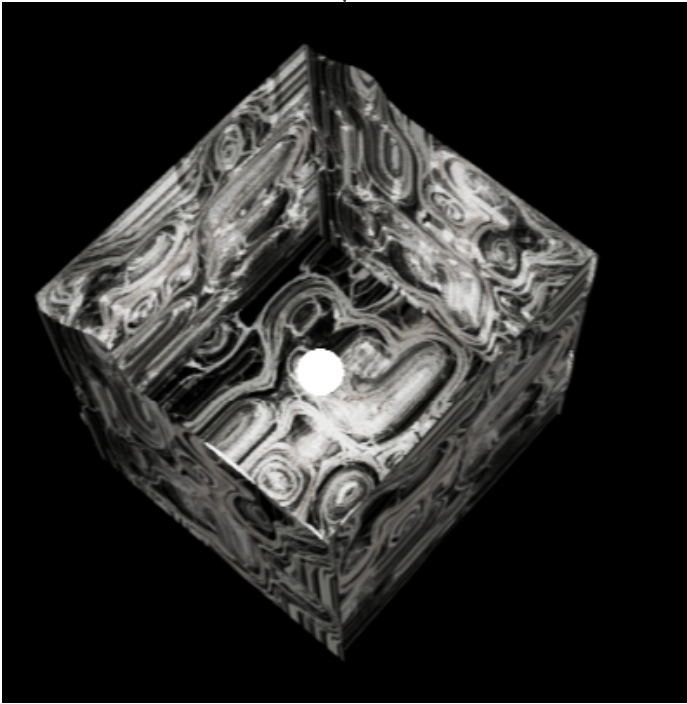
Silver

CONSIDERATIONS

- "atmosphere"
- fog
- lighting
- contrast
- forms
- sound elements
- navigation



Texture/Shader drafts in Maya



TECHNOLOGIES/MEDIUMS:

- Maya
- Verge3D
- Three.js
- Blender
- Face API
- Photography
- Digital Image Manipulation

Sources of Inspiration

- ecological architecture
- artificial/digital environments
- organic forms
- biomimicry
- glitching nature