The Eternal | Murathan Kutaniş

ARCH470 | Digital Design Studio I
Arzu Gönenç Sorguç | Müge Kruşa Yemişcioğlu | Ozan Yetkin

The Story

Dive into the story of Eternal, this cool extraterrestrial from 4D space checking out the METU campus. Imagine it like an alien trying to figure out our 3D world. Eternal looks kinda like us, but with a funky head and more eyes, and the crazy thing is, it doesn't have clear boundaries. The real kicker is its superpower—it can time-travel whenever it feels like it, way beyond our normal Earth rules.

Say Hello to Ethernal !

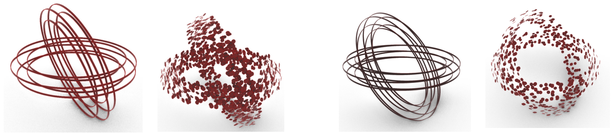
Second Law of Thermodynamics (Law of Disorder)

As one goes forward in time, the net entropy (degree of disorder) of any isolated or closed system will always increase (or at least stay the same)

For Eternal, there's no continuous timeline. Instead, it exists in a fixed time, with complete freedom within that era.

Time become border

Objects

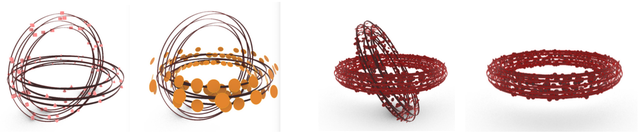


Inner Torus

Outer Torus

Trees

Alle



Cones & Squares & Leafs at Outer Torrus

Leafs at inner Torrus

1D Object → Point (Degenerated Alley)

2D Object → Alley

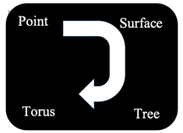
3D Object → Tree, Cone, Square, Leafs

→ Torus

Rules

At its core, the project revolves around the dynamic interactions among various objects—points (1D), alleys (2D), trees & leaves (3D), and toruses (4D). These elements engage in a metaphorical dance, influencing one another and collectively contributing to a concept known as entropy, akin to a measure of disorder or randomness.

What makes this exploration intriguing is the exceptional characteristic of the 4D-4D interaction, a phenomenon that challenges conventional human understanding. Unlike other interactions, the 4D-4D exchange has the peculiar ability to decrease entropy. This phenomenon occurs when Eternal maneuvers through time in reverse, aligning with the foundational principles encapsulated in the second law of thermodynamics.



Evolution Graph

	Big Point (1D)	Big Alle (2D)	Big Tree (3D)	Big Torus (4D)
Small Point (1D)	Extrusion	1D Object	2D Object	Not Interaction
Small Alle(2D)	1D Object	Extrusion	4D Object	Increase Entropy
Small Tree(3D)	2D Object	4D object	Extrusion	Explosion
Small Torus(4D)	No Interaction	Increase Entropy	Explosion	Decrease Entropy

Interaction Rules

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Surface, Object → cones, circrles

Object, Object → Leafs

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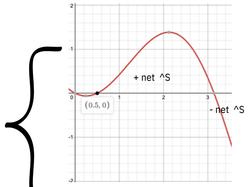
Flow Chart

Leaces (Trees) falling through alle in a random speed of V

- Speed V is not high enough → No Interaction → Alle Gets Bigger
  - → Cannot Reach The Torus → Only Entropy Increases
  - → Can Reach The Torus → 4D-3D Interaction → Explosion → Entropy Increases
- Speed V is high enough → Interaction Occurs
  - Smaller Tree → Alle Gets Bigger
    - → Can Reach The Torus → 4D-3D Interaction → Explosion → Entropy Increases
    - → Cannot Reach The Outer Torus → Only Entropy Increases
  - Bigger Tree → Inner Torus Created (Exponential Growth)
    - → Reaches Outer → 4D-4D Interaction
      - Energy Dissapation → 4D-3D Interaction Inner Torus degrowth → Alle Regenerated → Entropy Decreases
      - Energy Dissapation → Outer Torus degrowth → Alle Regenerated → Entropy Decreases



Change in Entropy vs Time