

Anna Knos

Next step:

I plan on continuing to work under the notion of Character as Environment in order to make this obscure concept clear and intelligible. I will modify W3 to be a clearer environment by extruding the hind legs to act as tunnels leading into the main room within the body. I will also clarify the head as a portal using sounds and making the form react to presence by opening up slightly and omitting a soft glow.

Sound is my next hurdle. Although I know how to turn on an audio clip, I've yet to figure which is the best way for me to incorporate it into my piece. The obvious is to just have some ambient drumbeat or keys playing along with the world but I want to make the virtual world personal to me as well as fitting with the aesthetics of taste and complexity.