

Anna Knos  
Project Concept

My goal in this course was to get a more well-rounded grasp on 3d interactive environments. My time was divided between experimenting with jitter, building objects in Maya and creating textures (both still and movie) using Photoshop and Maya.

For my final project I created a virtual world, made up of 4 sub-worlds, under the notion 'Character as Environment'. For me this concept was born from Zhuangzi's "Butterfly Dream":

"Once upon a time, I, Chuang Chou, dreamt I was a butterfly, fluttering hither and thither, to all intents and purposes a butterfly. I was conscious only of my happiness as a butterfly, unaware that I was Chou. Soon I awaked, and there I was, veritabily myself again. Now I do not know whether I was then a man dreaming I was a butterfly, or whether I am now a butterfly, dreaming I am a man. Between a man and a butterfly there is necessarily a distinction. The transition is called the transformation of material things."  
<http://en.wikiquote.org/wiki/Zhuangzi>

In this writing I saw the constraints of space and time lifted and the merge of character and the other (both form and space). This is manifested in multiple ways throughout the piece. For example the first world consists of an abstracted horse wearing a military helmet that exists as both a solitary character and an environment. The environment springs from the numerous passageways through the horse as well as the texture map created by Joe . Each world has a brief explanation of its application to the backbone notion below (section 'Worlds').

This piece has two portals where one can start experiencing the world. The first is inside a frog with a particle movie texture (W3) facing the rear of the frog. The second is inside the first sector of the face room (W2) pointed toward the other sectors and away from the first portal. This piece consists of 4 sub-worlds: