

Anna Knos

World Specifics:

W1

Model: CaptinlegsWorld.obj (size 2.75)

Texture: screamingwolves475.jpg (475 448) \*joes texture

Brief: This part 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 Reishen

W2

Model: Electric\_Plant1T.obj (size -0.15)

Texture: opening\_shot\_knos.jpg (640 512)

Brief: This part is made up of two power poles flanking multiple square/rectangular structures with running lines between the poles. This multi-part environment is given a sense of character through the cartoonist texture of a baby in the womb.

W3

1

Model: FroggieT.obj (size 1.88 position 40 .75 -2.5)

Texture: eB22S.mov (320 240)

2

Model: FroggieT.obj (size 0.2 position 21.2 -33.4 9)

Texture: screamingwolves475.jpg (475 448) \*joes texture

3

Model: FroggieT.obj (size 1.88 position 40 .75 -2.5)

Texture: texturemed.jpg (375 500) \*joes texture

Brief: The Frog world is the most recognizable character in this piece. Like W1 the objects in this world exist on both sides.

W4 \*swarm

Model: Hhead.obj (size 1.5)

Texture: no texture

Brief: This world was made out of my interest in flocking and how much such movements direct the users attention.

Portals:

1. Inside frog head facing rear (W3)
2. Inside face room (W2)