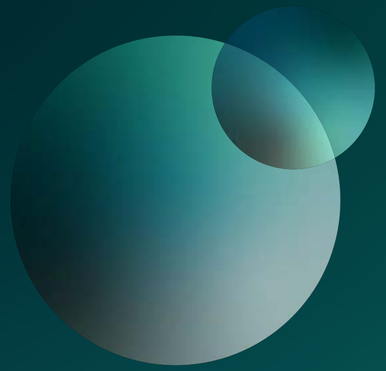


JOSEPHINE BREDEHOFT | 11/6/18

EXPLODED VIEW

OVERVIEW

This piece brings to life a vision of the inner workings of a small alien colony ship designed to travel long distances. Its artistic styling is sleek and miminalist, leaning on simple mesh and material detail and brief, descriptive labels to carry its meaning. As the viewer progresses through the simulation, they are invited to interact with different parts of the ship in any sequence. Once the viewer indicates a part of the ship with a keypress or a click, they are shown an animated view of this part of the ship opening, sliding apart or otherwise displaying its contents and workings. Labels in suitably stylized type accompany each interaction, telling the viewer what they are looking at. Each exploding animation is triggered only when the viewer interacts with that part of the ship. For example, when the viewer interacts with the hull, the camera zooms in and an exploded view of the ship's walls is displayed. Exploded-view animations of the ship's stasis compartment, its food growth module, and its engine (and the respective engine core, nested within this interaction) are available for the user to explore individually. When the viewer wishes to return to the starting view (the whole liveship in its non-exploded form), they may simply press a single key which is persistently highlighted throughout the simulation.

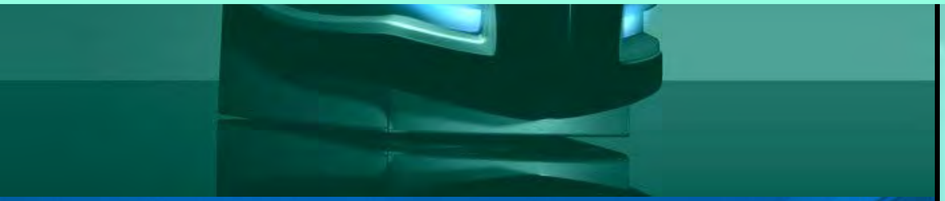
On the technical side, *Iglani Liveship* contains models created, animated and tweaked in Cinema 4D and Maya. These models are ported into Unity and used to create a standalone WebGL experience to be embedded in the creator's portfolio website.

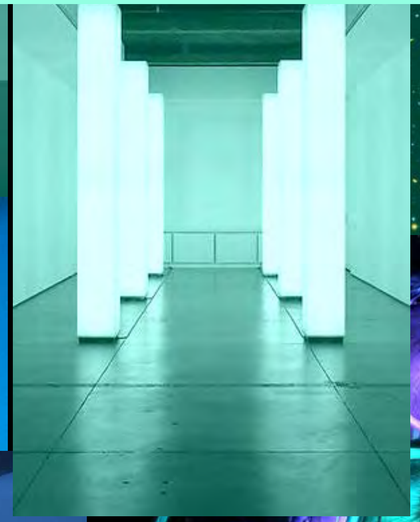
TREATMENT

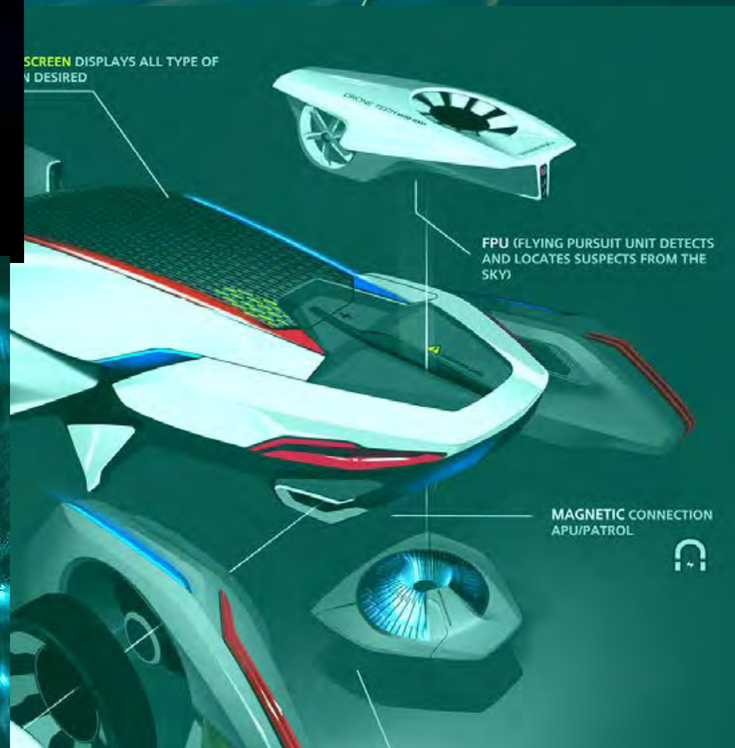
Iglani Liveship is crafted with sophisticated, minimalist alien technology in mind, rather than functional real-world-analogous mechanisms. The edges of the octahedral structures the viewer first sees glow a phosphorescent blue-green. Irregular twinning (modeled after the natural processes associated with the creation of pyrite) joins these structures seamlessly to one another. When the viewer interacts with different parts of the structure, the camera moves in smoothly to afford a closer look. Then, the pieces of the ship currently in the viewer's focus lift apart from one another and written labels appear, designating the function of each element. For example, when the viewer selects the lower secondary structure, a solid triangle set into one of the small octahedron's faces lifts out of its resting place to reveal an engine core in the same glowing hues as the external lighting strips on the hull's edges. The upper secondary structure contains an organic matrix of alien fungi, which can be seen when the hull of this structure fractures and drifts away. Within the main body of the ship, rows of ridged cocoon-like stasis pods can be seen lining the walls. These pulse with a low orange-red light, and the shadow of something living inside each pod can be seen to shift slightly if the viewer looks long enough. When the viewer navigates back to the starting view (the un-exploded ship in its entirety) , all animations completed to show the inner workings of the ship's parts will rewind and the ship will be reassembled.

TYPE SAMPLE

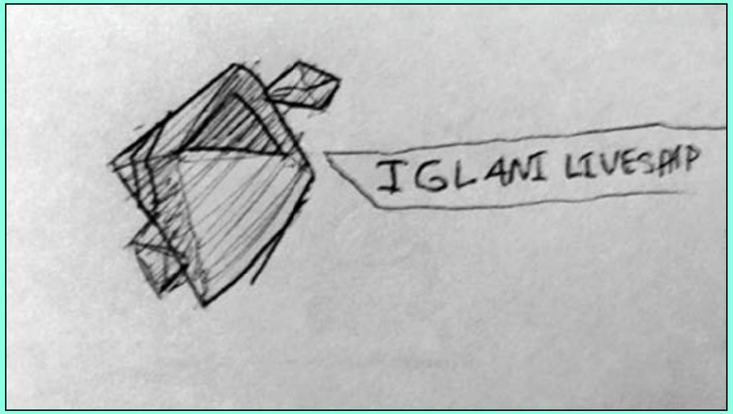
MOODBOARD

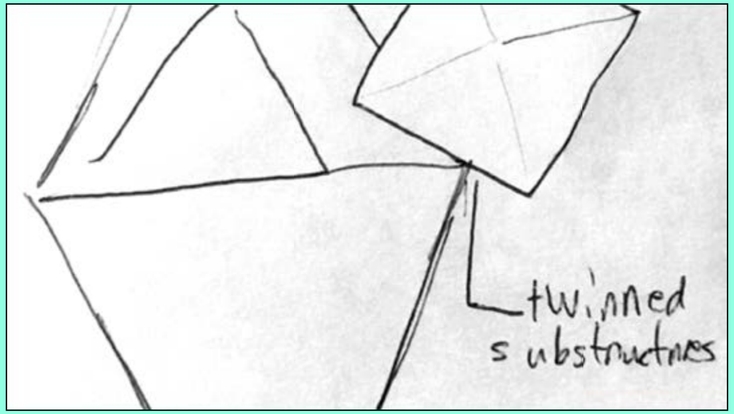


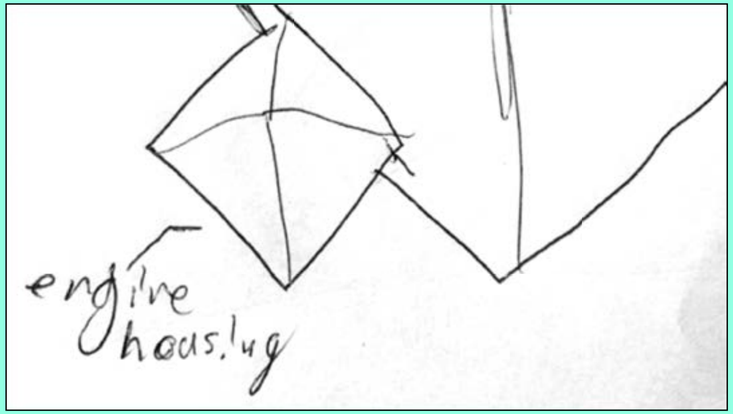


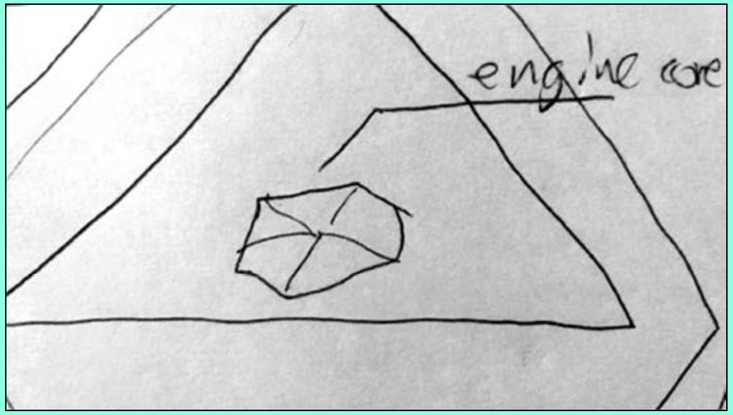


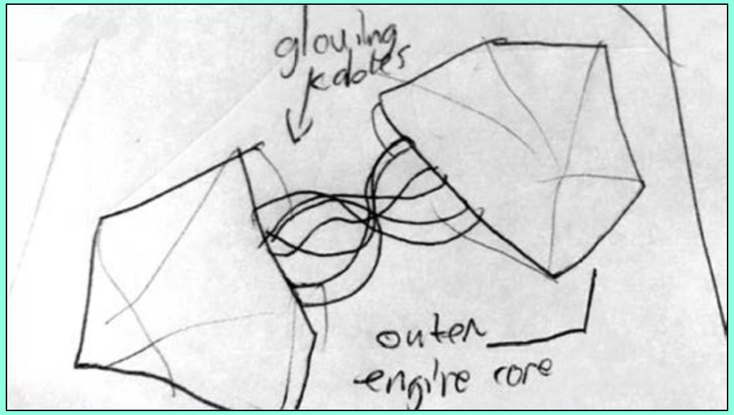
STORYBOARDS

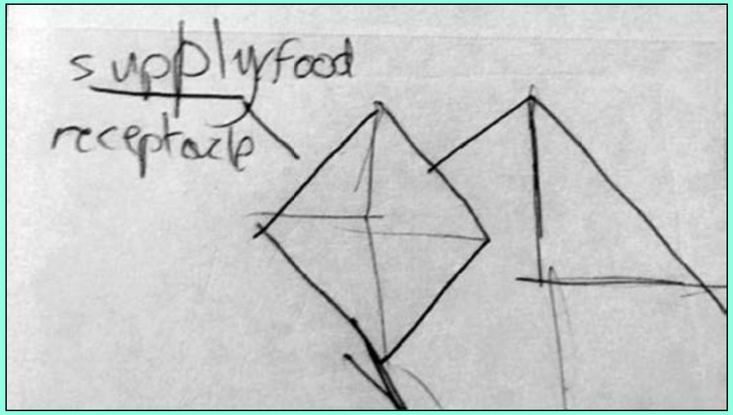












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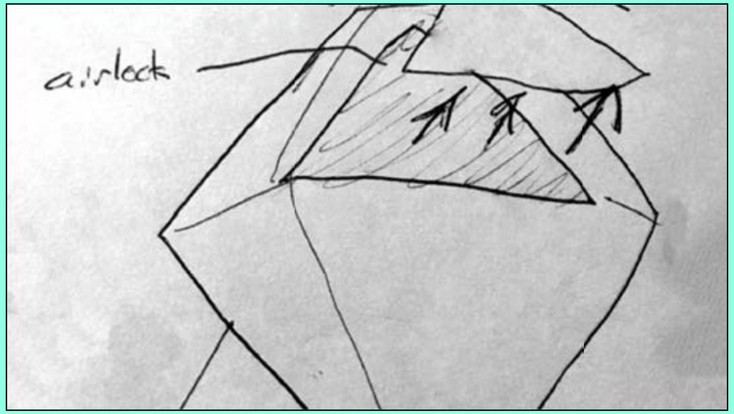
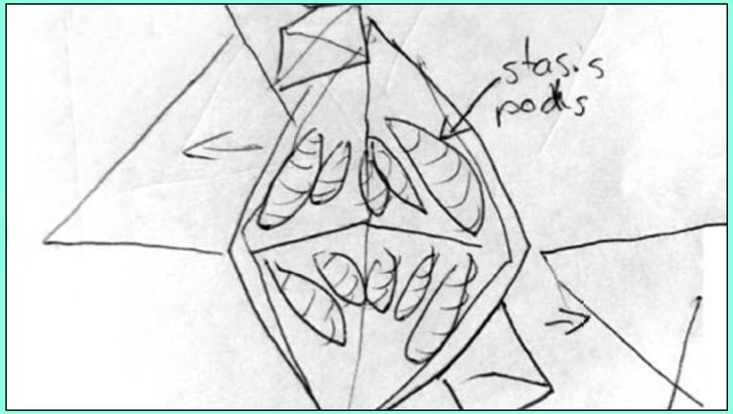
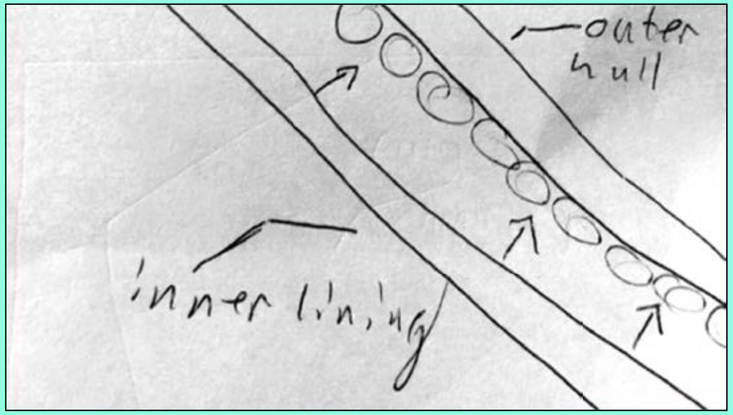
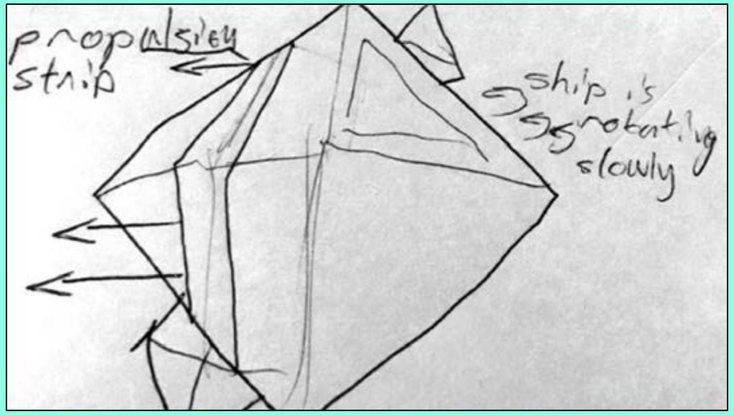
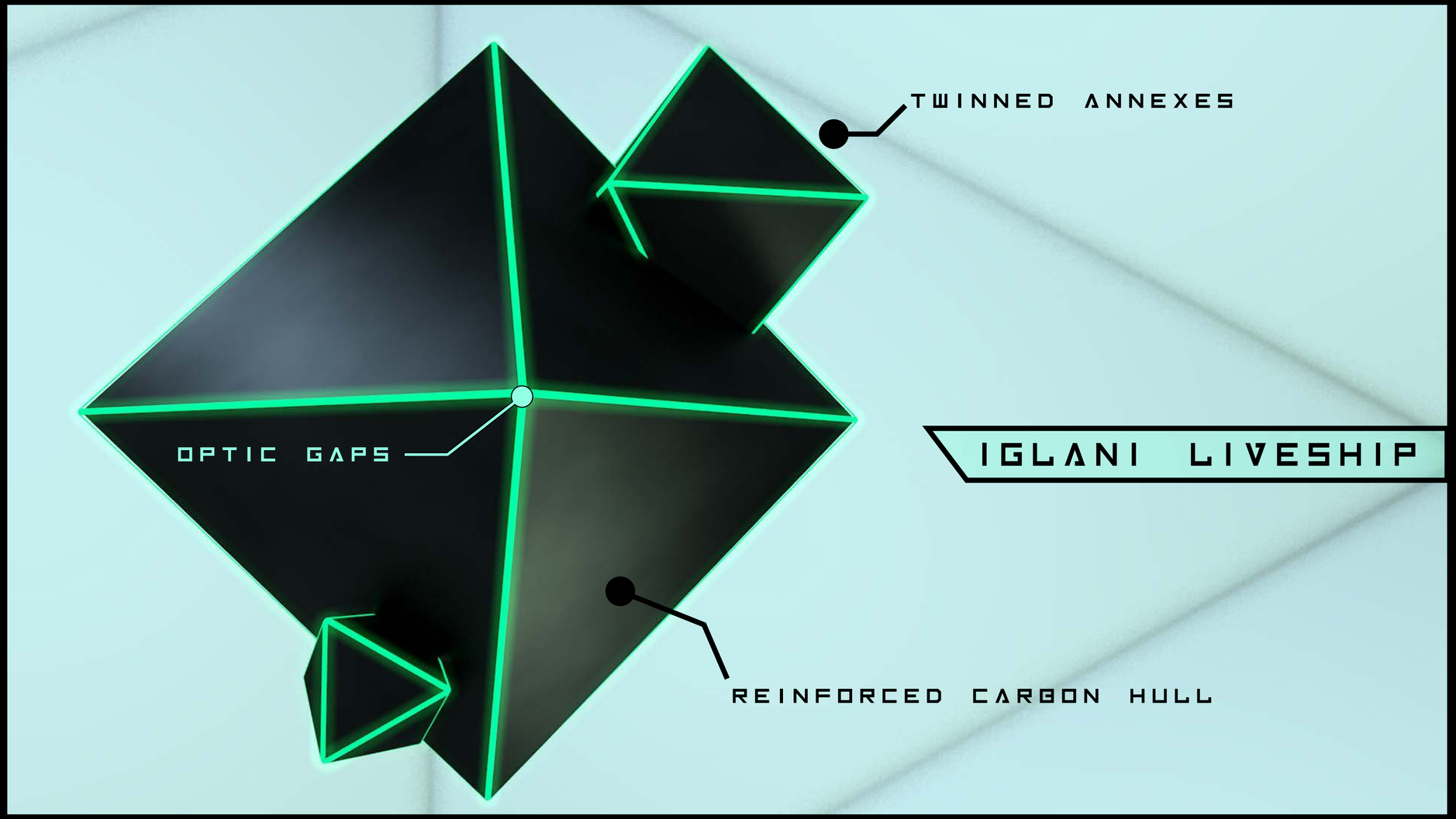








STYLE FRAME


TWINNED ANNEXES
OPTIC GAPS
IGLANI LIVESHIP
REINFORCED CARBON HULL