

*twist*

VR collaboration

Visual concept reworked



'mind - street - realisation'

body - street foldings  
amorphous body  
interior (body)- exterior (street) space mesh  
cascading structures falling around the viewer  
viewer inside the mesh



'finger - hand - fragmentation'  
'tongue - mouth - narrowness'  
'twisted'

body as landscape morphed together with street

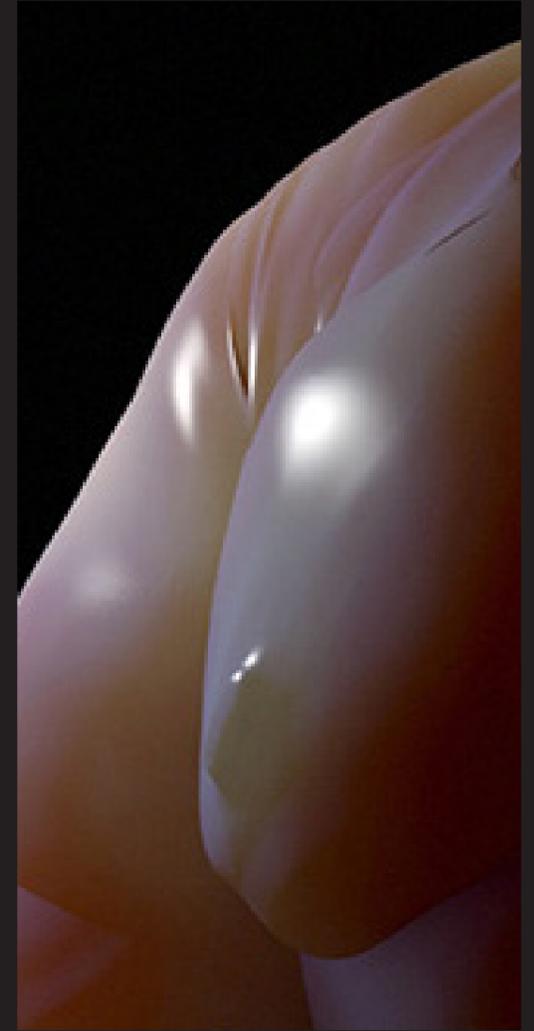
technical:  
viewer is inside - the body cascades down and around the viewer slowly  
textures morph between body and exterior textures  
created through 3D scans (photogrammetry) of body and street



'Not glued in the right way'  
'the edges'  
'they are reverse (...) are distorting are blurring'

technical:

collage of different pieces visibly assembled  
view positioned inside mesh - seeing the mesh inverse  
mesh pierces through viewer's view occasionally (view is along  
the edges of the mesh)  
option to blur viewers vision occasionally



colours:  
sickly  
nude hues going into green, seafoam green  
nude hues going into peach  
(glossed if possible)

environment:  
dark (black skybox)  
light via object mesh