

Art Direction Goals:

Create a visually rich, immersive 3D online space delivered in a browser while taking advantage of high-end graphic shaders and hardware to extend the look beyond any current Flash based offerings, using techniques typically associated with current console platforms

Create a UI and interaction model that allows non-3D users to feel comfortable and have a low learning curve, while ensuring long term interest and playability.

Technical Challenges/Constraints:

User download size must be kept to a minimum for a good User experience. Visuals must look good on an minimum spec nVidia 7600 class computers (PC and Mac).

Since objects would be added and moved to random locations by Users, Real Time cast shadows were utilized, despite the inherent rendering/memory cost.

To accomplish this, 3D Spaces range in size from 2-8 megs for all geometry, textures, shaders and animation.

User place-able props fall within the size range of 1.3 to 1 meg and be under 1500 polys.

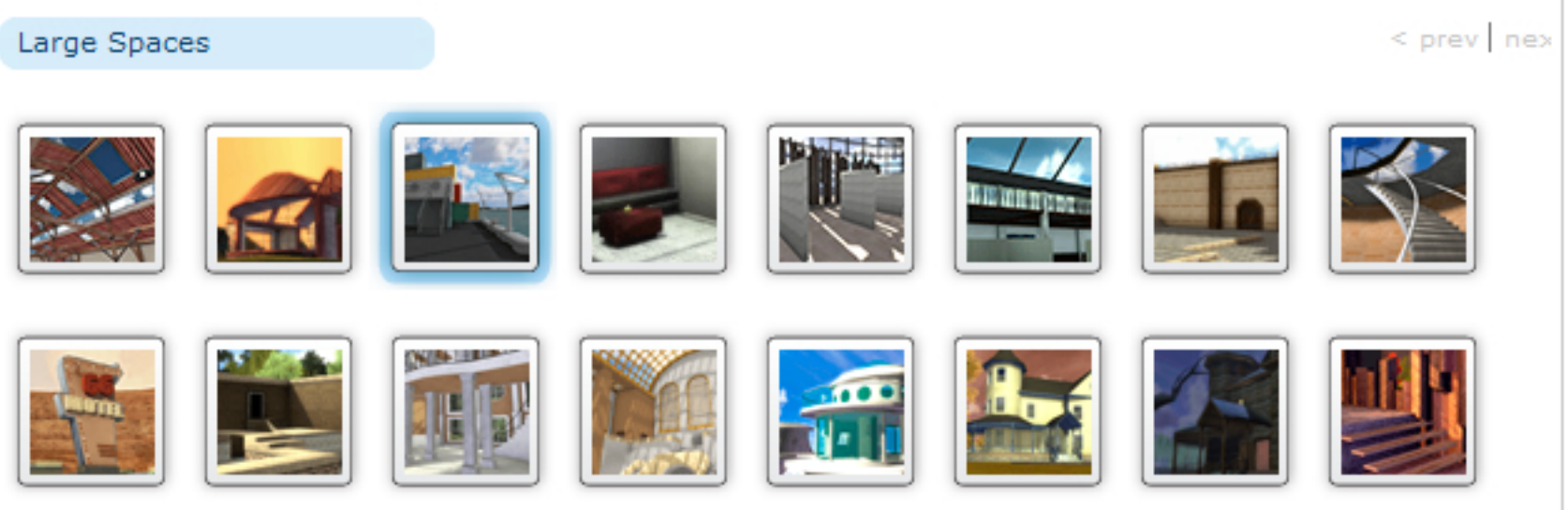
Avatars must fall in the range of 1.5 megs, and the entire base animation tree must be kept under 3 megs.

Texture pack channels included: color, specular, bump, transparency and full color lightmaps.



Active Space
 Small Medium **Large** Premium

Select Your Space
 Select a large template below, or choose another size from the tabs above. Large spaces are inventive with tons of room for objects.



Sea Dock
 Remote seaside loading dock available near picturesque equatorial atoll. Perfect for quirky work or shop space under

News Feed
 All Spaces | Your Spaces | Your Portals

(15 most recent comments)

scrub's Rave party
 Seely left a comment.
 Where's this now Elan? (Agreed, great spot scrub)
 Reply added 17 minutes ago

scrub's Rave party
 Elan left a comment.
 "Seven Bridges Road" == classic. Thanks!
 Reply added 20 minutes ago

scrub's new Warehouse cool
 CJ left a comment.
 ps - I'm guessing JLI etiquette is to write wall-to-wall (so to speak)? =)
 Reply added 4 hours and 11 minutes ago

Choose Your Identity Male Female

You currently have **4 spaces**.

View your ID in 3D
 In 3D space, change your perspective with the **scroll wheel** on your mouse.
No scroll wheel? No problem. Look for the camera control in the top right-hand corner of the 3D window.

Objects Characters Images Videos Audio Portals Chat Controls

Interests
 Furniture
 Decorations
 Lights

Apparel Basketball BBQ **Cartoons & Animation** Coffee Cooking Cycling Dive Environment Family

Interests
 Furniture
 Decorations
 Lights
Greenery

Aloe Vera Bamboo **Cellar Door** Cactus Cactus Cactus Daisies Ferns Palm Pear Philod'ron Tall Palm

GUI:
 Friendly, light, fresh appearance, visually driven, pulling paradigms familiar to Users from Social, Media sharing and Games (Online and Console)
 Pages all dynamically driven with minimal page refreshes to feel more 'application' than 'web page'
 This UI was seamlessly integrated with a scaleable 3D window, exposed, or hidden depending on the UI task at hand

Contribution: Art Direction, Design, Usability



Space: Canal street with enclosed areas, reminiscent of old Venice

Technical notes: Lightmaps used to create dirt streaks in addition to usual ambient occlusion. Direct shadows are real time



Contribution: Design, Art Direction, Lighting



Space: Yaletown warehouse loft conversion

Props: Various User place-able and texture customisable items including plants, furniture. Most surfaces in Space are also texture customisable by Users

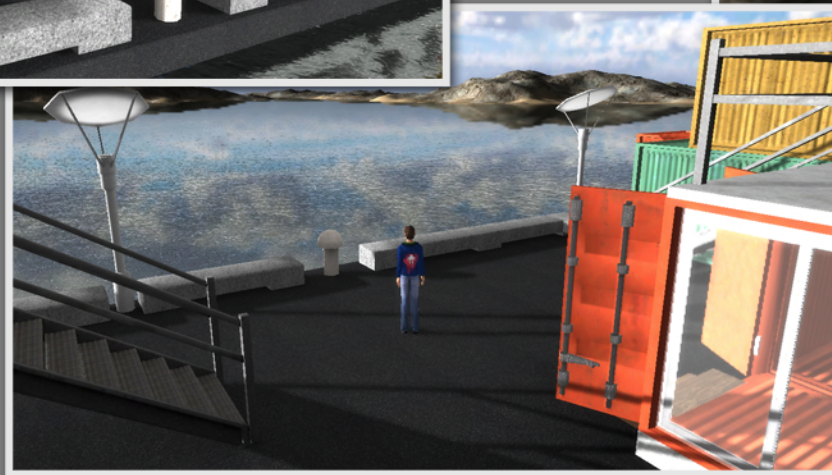
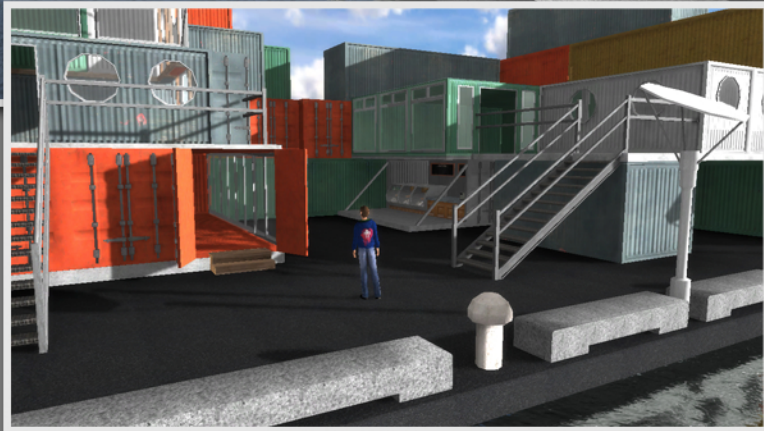


Contribution: Design, Art Direction, Lighting



Space: Stacked containers, converted to use as artist work/live space

Avatars: Several of the characters available for User selection and customisation

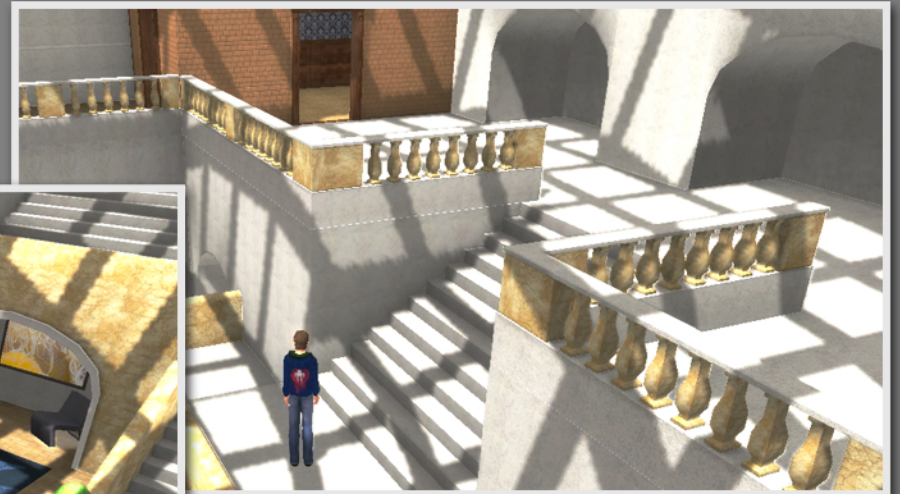


Contribution: Design, Art Direction, Lighting



Space: Large public gathering area, modelled after Grand Central Terminal

Props: seating, carpets, piano, easels, plants, and image frames with User customised images



Contribution: Design, Art Direction, Lighting



Space: Post and Beam "Granville Island"
Warehouse with moveable interior walls
to function as gallery

Props: Placeable frames with customised
User photos



Contribution: Design, Art Direction, Lighting



Space: designed to feel like a courtyard in small town Provence, France

Props: Placeable Easels with customised User photos, plants, seating, dividers.
Textures in Space are User customisable



Contribution: Design, Art Direction, Lighting