

VR 5: in praise of shadows



What if you start in a kind of linear with shadows but in fact there's a world/terrain outside and the larger B "just" a kind of combination of a base set, but then the island is a more expressive exploration of possibilities? (Probably some refs to these Japanese Islands with their env. art? The Rokko chapel?)

Basic ideas:

- Inside/outside
- Directional / spot / point / envelope
- Static / in motion
- Mono / colour
- Complex shapes / primitives
- Terrain
- Interactivity? (like a place / places to stand that cycle in sun? And it roasts after?)

IT'S ALL ABOUT OBSERVING THE SHADOWS IN THEIR "NATURAL HABITAT"

Do I need a special building design to handle darkness? How deep does a D-light reach through a doorway etc? Bounces? Real-time & baked?

HOW DO I START IT?

- Make a simple island? Not too huge.
- Get Pro Builder working or find a different path (literally SketchUp???)