



Mohan Lei

RELATEDWORK WEEK 0000003



Concepts
+ Stories



001

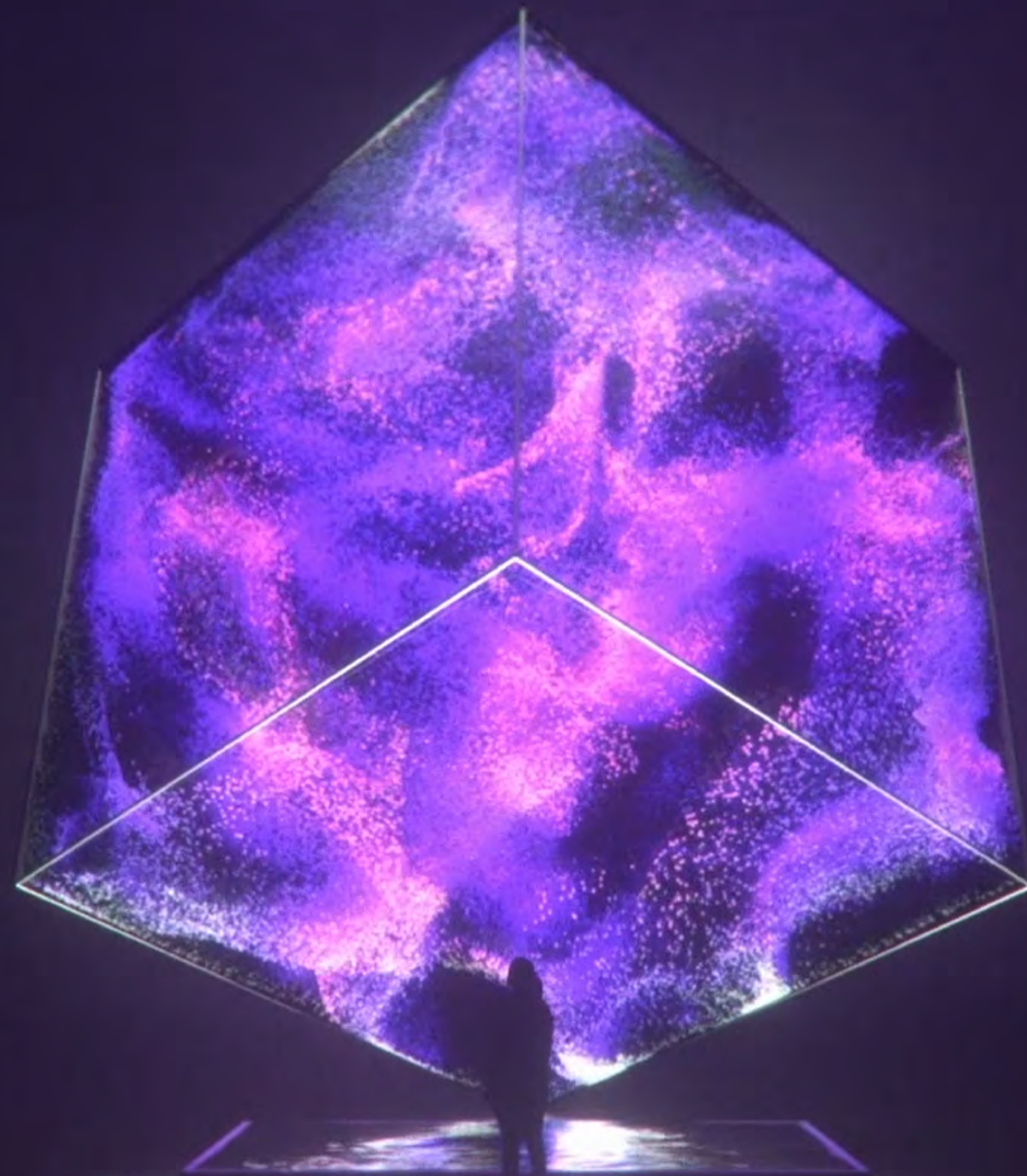
DATAGATE_

By OUCHHH Studio

[LINK](#)

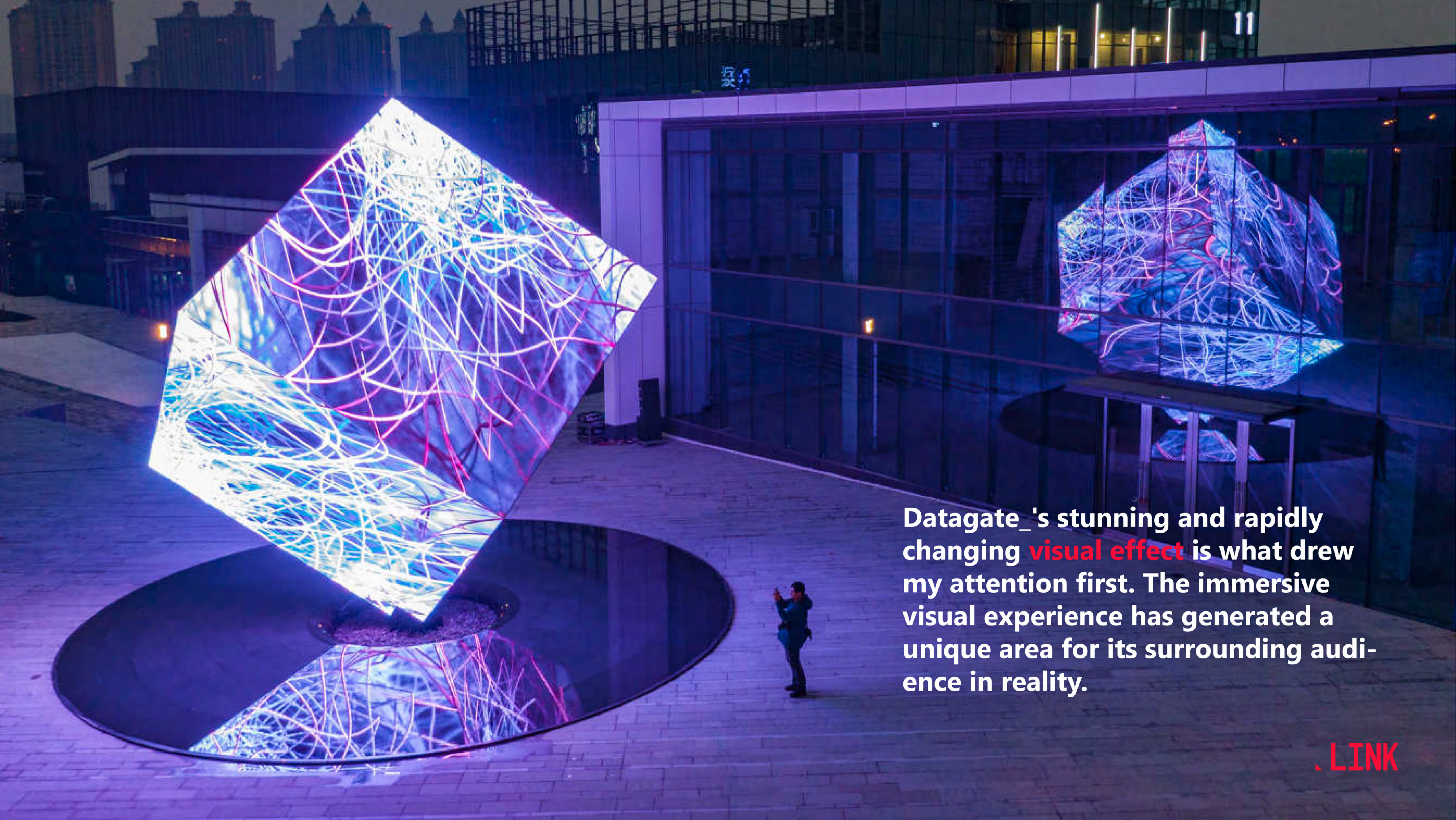
Datagate_ is a public art of AI astronomical **Research Data Sculture.**

The project uses the Kepler data from NASA to present the concept of **Form, Light and Space through data visualization of the journey of space discovery.**



The developer studio, Ouchhh, aims to create a gate between Earth and the universe through stunning visuals that represents the concept of **curiosity and exploration.**

[LINK](#)



Datagate_'s stunning and rapidly changing **visual effect** is what drew my attention first. The immersive visual experience has generated a unique area for its surrounding audience in reality.

.LINK



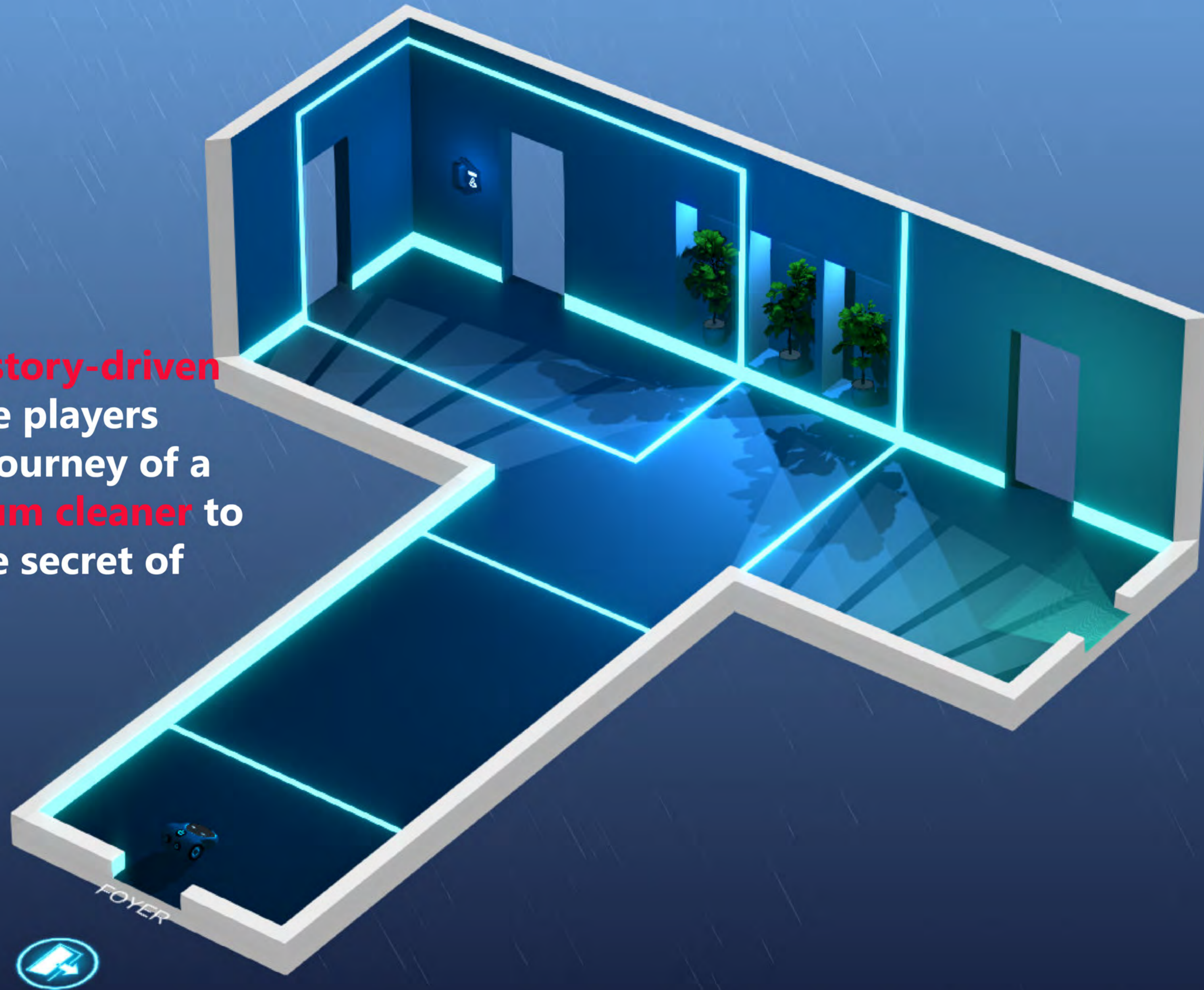
002

RUMU

By Robot House

[LINK](#)

RUMU is a **story-driven** game where players follow the journey of a **robot vacuum cleaner** to discover the secret of the house.



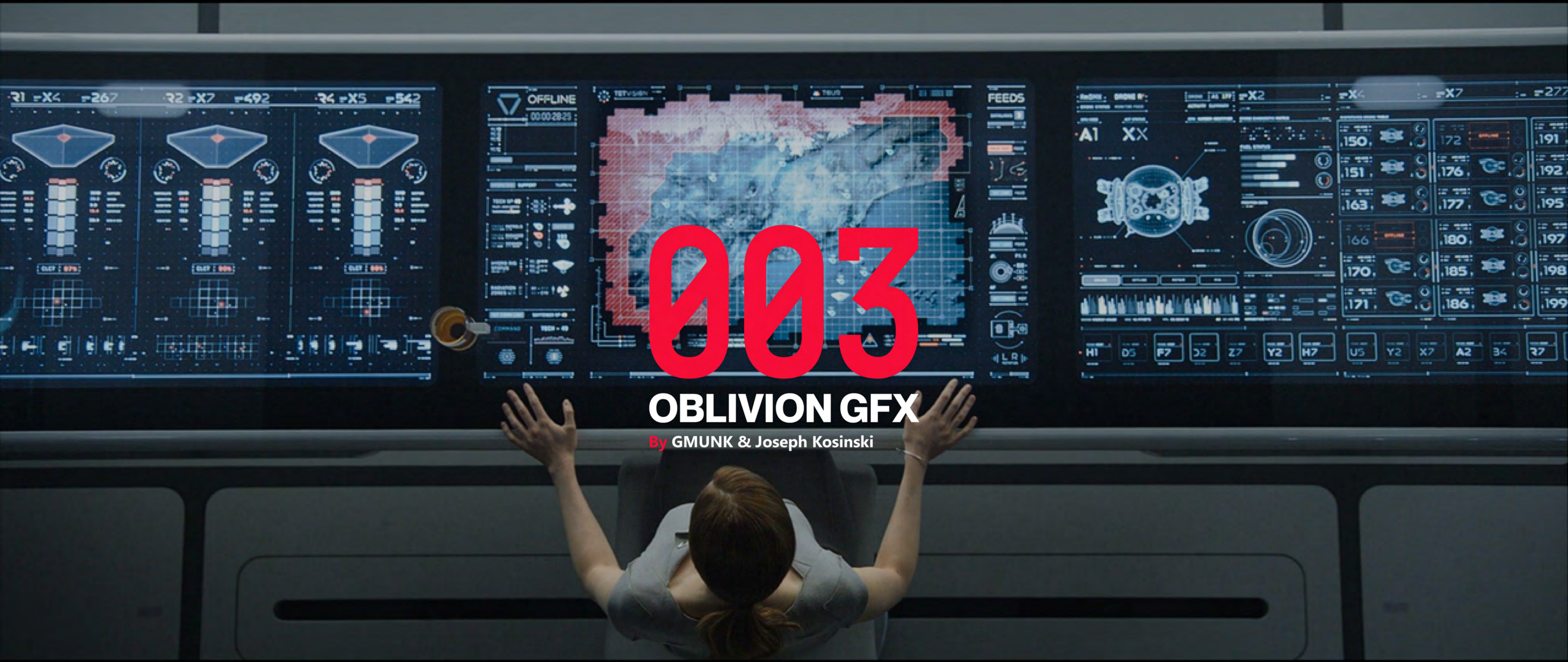
[LINK](#)



The game allows players to unpack the story through **dialogues and hints** to get a full picture of the story. Sabrina, the house AI who adjusts and controls all devices as **digital home assistance**, is the only subject player can interact with via dialogues.



After finishing RUMU, I was impressed with how the story is unpacked part by part in front of the player. Clues and hints are well-designed to add more immersive experience to the gameplay and lead players to an unexpected ending.

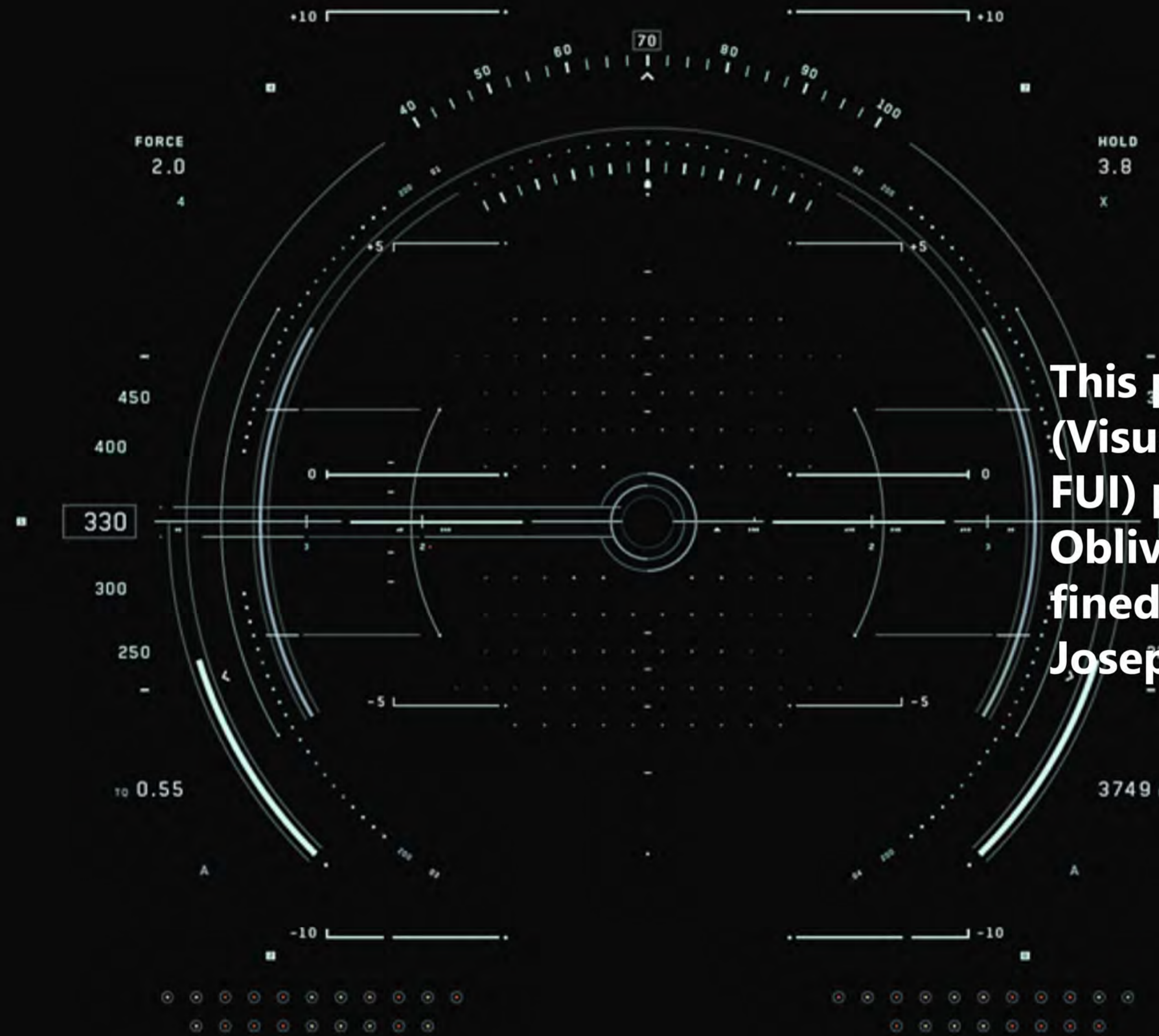


003

OBLIVION GFX

By GMUNK & Joseph Kosinski

LINK



This project is the **GFX** (Visual effect, HUD and **FUI**) part of the movie **Oblivion**, created and refined by **GMUNK** and **Joseph Kosinski**.

ONLINE

00:01:15

TET USER VOICE FEED

MISSION: RESOURCE GATHERER SUPPORT

TECH N° 49
PILOT: JACK HARPER

75 | Y
82 | G
TS | R

DRONE PATROLS

DRONE ENGAGED

DRONE DOWNED

RESOURCE GATHERER

RADIATION ZONES

TET COMM LINK SKYTOWER N° 49

COMMAND TECH - 49

OFF ON

TETVISION

TOUR 3636

GRID: A-G, 1-13

MAP: 3D terrain with red hatched area

LEGEND: MID HEIGHT, MAX HEIGHT, LOW HEIGHT

DATA: SURFACE ELEVATION DATA

COORDINATES: GS, LON, TFC

FEEDS

DATALINKS 3

MAIN MAP FEED

TET CAM FEED

SHIP CAM FEED

AF MF

SKYTOWER ROT

90°

LR ROTATION

The design of the Oblivion movie UI has been focusing on fitting in the **world setting** and also present its **UI functionality**. The project includes UI design of the control room's Light, flying drones and multiple analysing screens for ship UI in air.

PySRC - DTU - 480

RESOURCE GATHERER (OBTAIN CARD)

DRONE LOG 280 DMC 49

R1 = X4 = 267

R2 = X7 = 492

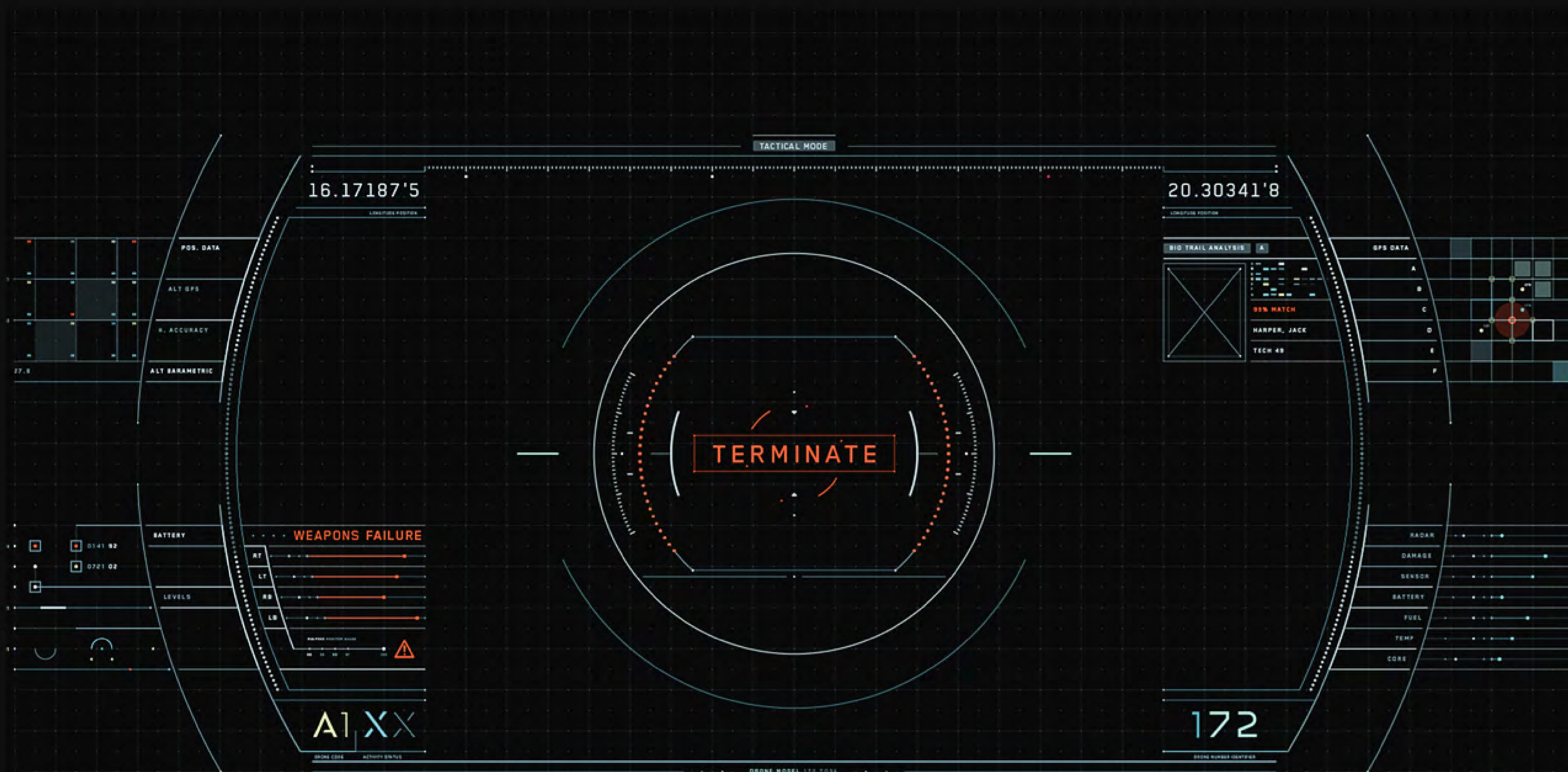
R4 = X5 = 542

CLCT: 915

CLCT: 945

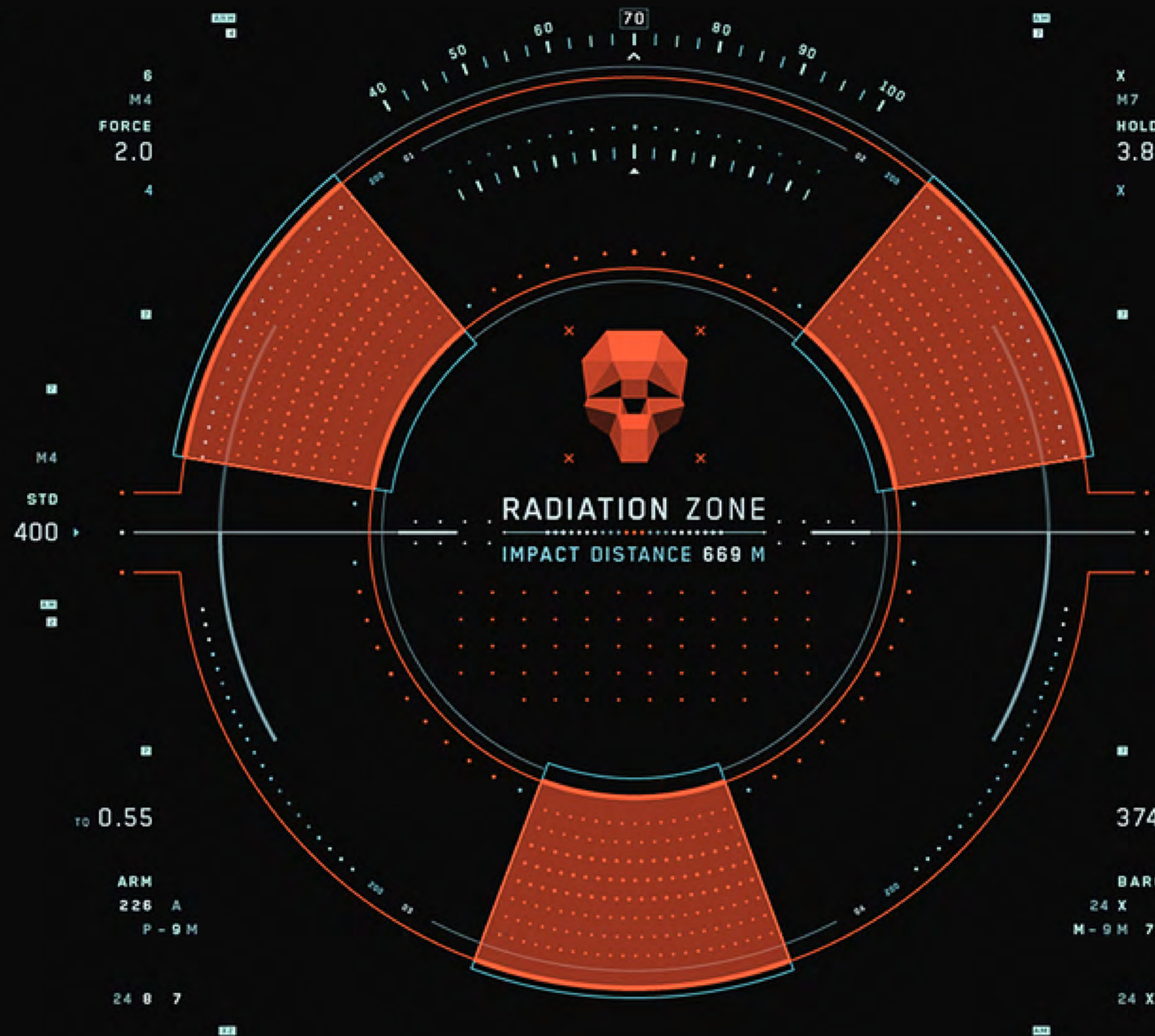
CLCT: 925

LINK



GMUNK has explained their design process in detail, including **the beginning** of concept design, different **things to consider** during the process and how they **shifted their direction** based on film developing needs.





I chose this as one of my weekly related work to take a closer look at **FUI in movie production and its workflow.**

LINK