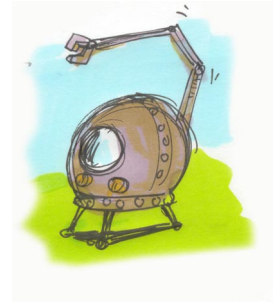


Soil-Net.com Design Concepts Version 4.0



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fig. 2

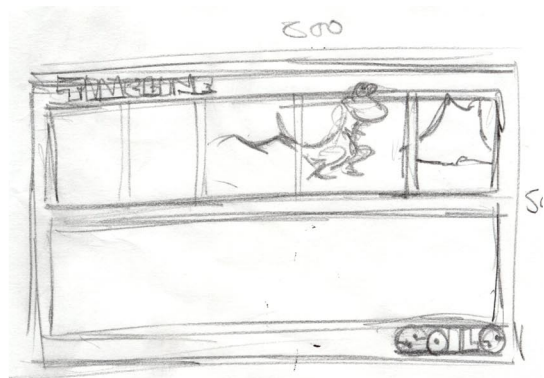


fig. 1

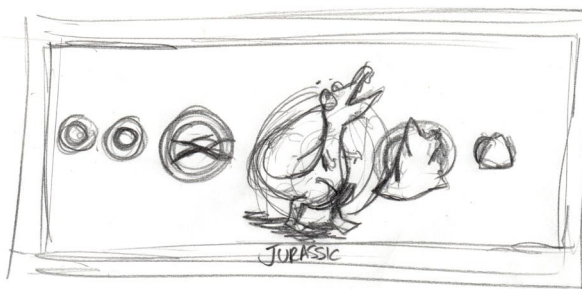


fig. 3

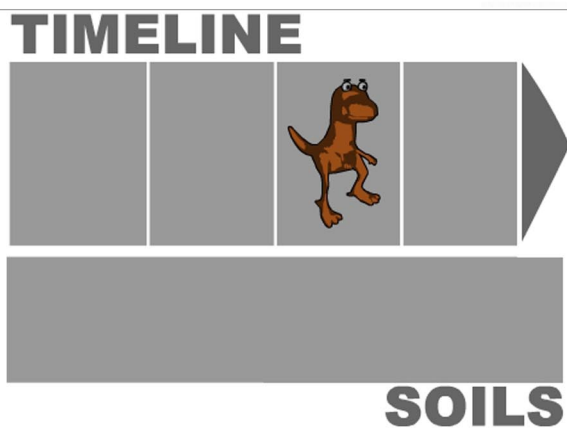


fig. 4

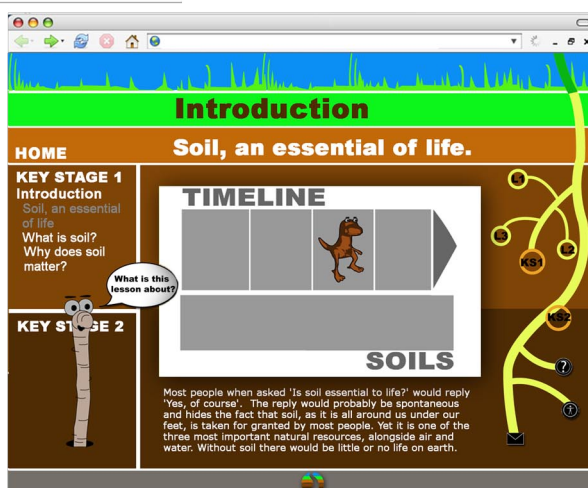


fig. 5

'Soils in Action' interactive Movie

A clean cut graphical version of the soils in action timeline. Designed to fit into the visual ethic of the soil-horizons layout.

Includes animated rollover images and characters for added interactivity.

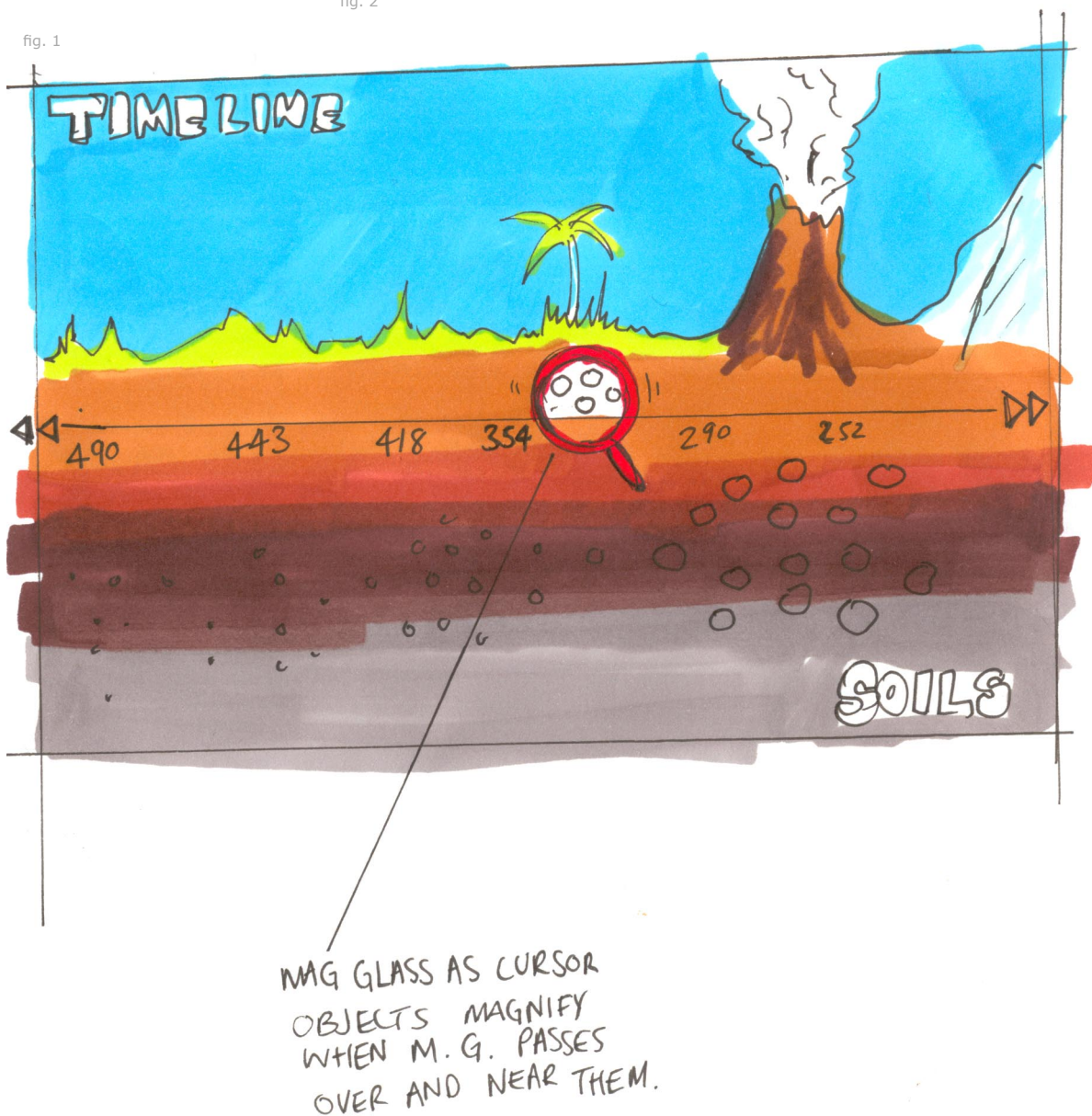
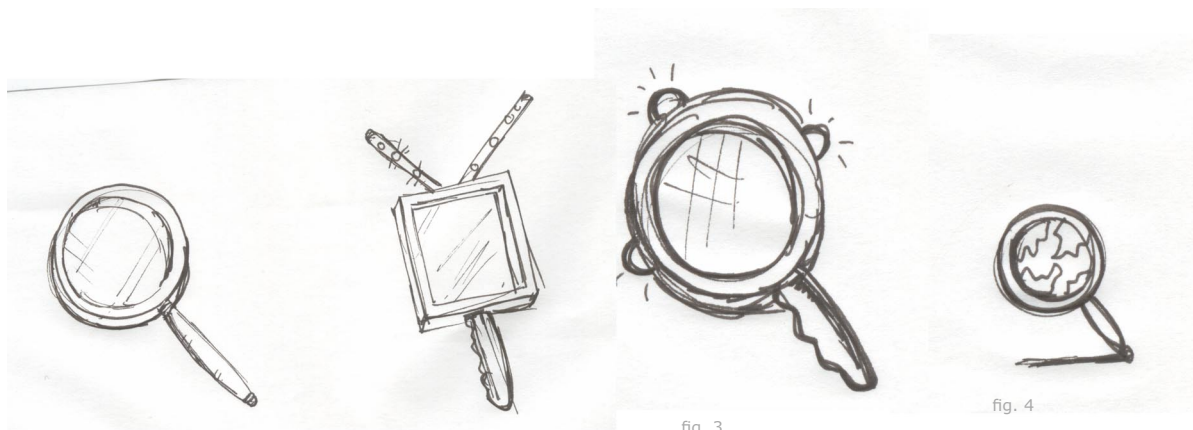
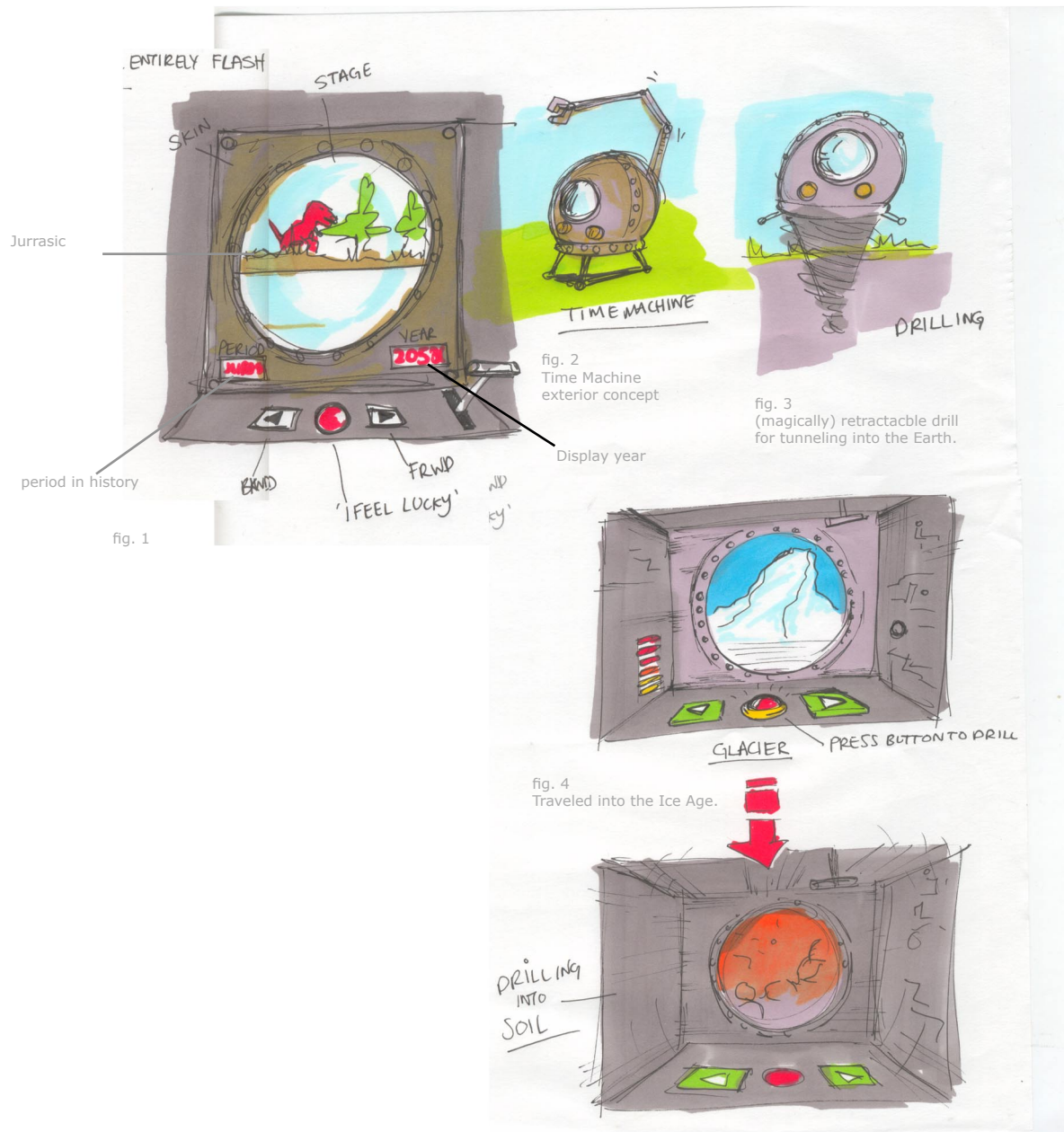


fig. 5

Magnify Glass

A solution to help with the large amount of content on screen during this interactive movie could be to have smaller imagery and a device by which to magnify certain parts upon 'mouse over' action.



Time Machine

Thinking outside the box...Another way to represent the journey through time could be a good old fashioned time machine. This could become a more fun way to learn of soil through the ages. The time machine would have a drill to burrow beneath the surface and see what soil is present at each particular time.

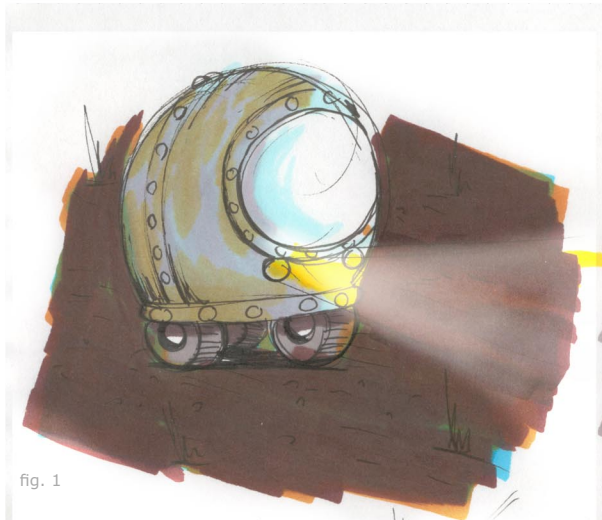


fig. 1

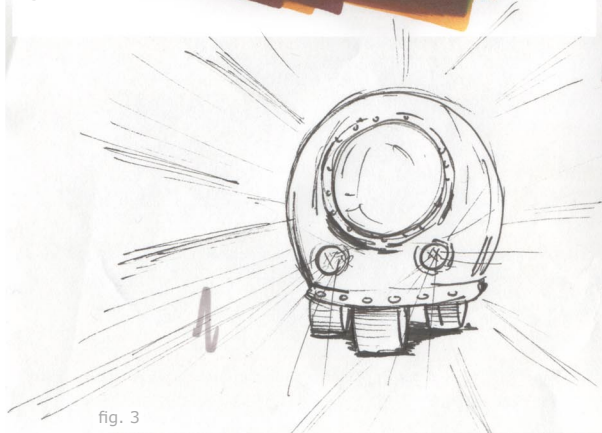


fig. 3

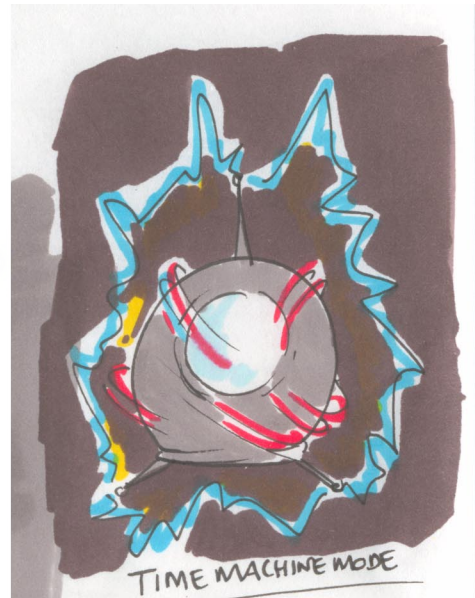


fig. 2



fig. 4

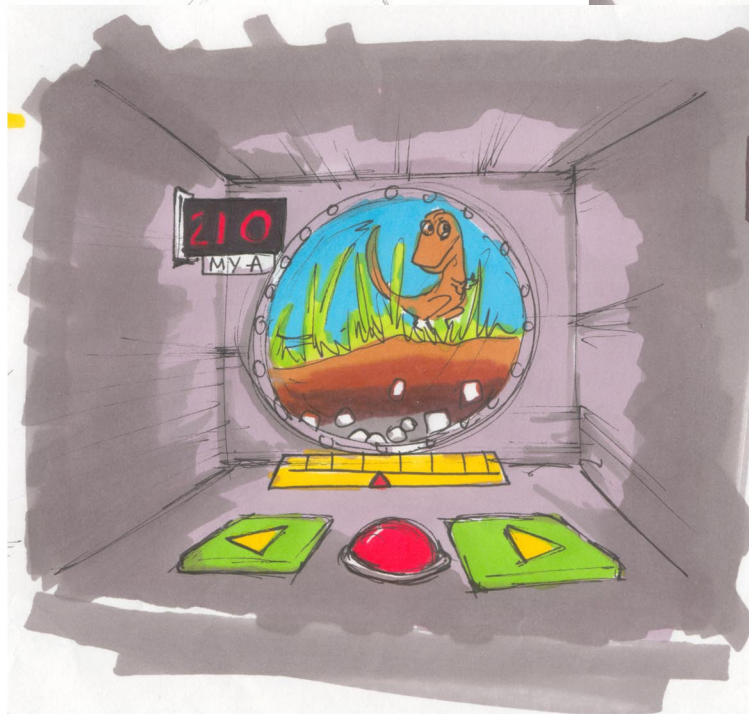


fig. 5

Time machine Development

Displays around the cockpit would indicate various information, such as year, period, info bar etc.

The machine could be used in multiple ways around the site as a visual representation of navigation. *The Cranfield patented Time machine, travels through time, space (and soil!).*

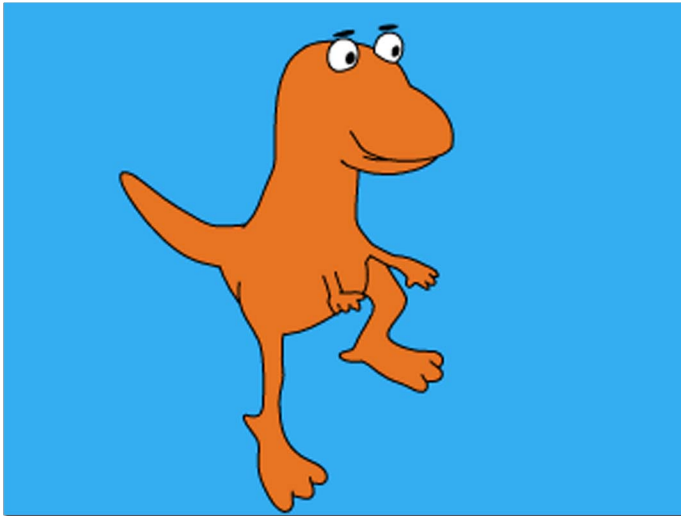


fig. 1
Render with 1 colour.



fig. 2
Render with 2 colours.



fig. 3
Render with average gradient.

Character Development
Examples of different rendering options with Maya Vector output.