

AUTHORED WORLD DEVELOPMENT

Imagining worlds. Giving them form.



World creation extends beyond designing environments. A convincing world has an underlying life: its own histories, mythologies, inhabitants, relationships, conflicts, visual language and internal logic. These elements give imaginary places their identity and allow stories to emerge naturally from within them.

OgiWorlds brings together imaginative worldbuilding and hands-on digital production. From an initial premise, narrative or visual exploration, a world can be developed through characters, creatures, architecture, environments, animated forms and spatial experiences.

The practice draws on extensive experience in embodied VR creation, 3D production, animation and experimental digital media, alongside original writing, conceptual development and visual direction.

Each project calls for its own approach. Worlds may begin with a character, a story, a speculative civilisation, a system of rules or an exploration of form itself. OgiWorlds works independently and collaboratively, originating new fictional settings or contributing world-development expertise to an existing creative vision.

FROM IMAGINATION TO REALISATION

Conceiving Worlds



Every world requires its own foundation.

Its defining premise may be narrative, mythological, speculative or purely visual. From that starting point, OgiWorlds develops the relationships that give a fictional reality depth and coherence: its history, cultures, inhabitants, environments, systems, conflicts and possibilities for storytelling.



Development work on character Zduhac in VR [Quill]

This work can take the form of original writing, world bibles, scripts, storyboards, character and creature concepts, visual research and exploratory spatial studies.

The aim is not simply to describe a setting, but to establish a distinctive identity from which further creative decisions can grow.

Realising Worlds



Ideas become tangible through an integrated practice of digital making.

Spatial drawing and modelling in VR allow forms, characters and environments to be explored directly. These can develop into detailed 3D assets, animated geometry, architectural systems, procedural environments, moving-image sequences and navigable virtual spaces.

Production methods are adapted to each world's aesthetic, narrative and technical requirements. Work may move between VR creation, Blender, materials and shader development, animation and collaborative interactive production.

The relationship between conception and realisation is reciprocal: making a world can reveal new possibilities for what it might become.



Development work on character Alaric in VR [Gravity Sketch], and the completed render in action [Blender]

FIVE WORLDS. FIVE APPROACHES.

There is no single route to creating a world. These five original projects demonstrate different relationships between imagination, narrative, visual development and production.



CHORISMOS — Gesture into Cosmology

An original technological mythology whose visual language emerges through embodied movement, animated geometry and spatial construction.



TOHUWABOHU — Story into World

A folklore-inspired adventure in which characters and their journey guide the development of a richly illustrated fantasy world.



METADROMOI — Characters into Universe

A digital action-figure universe developed through distinct characters, interconnected factions, mythology and expandable visual systems.



NOS DEUS — Civilisation into Narrative

A speculative future designed as an interconnected civilisation, explored through characters and VR-native spatial storytelling.



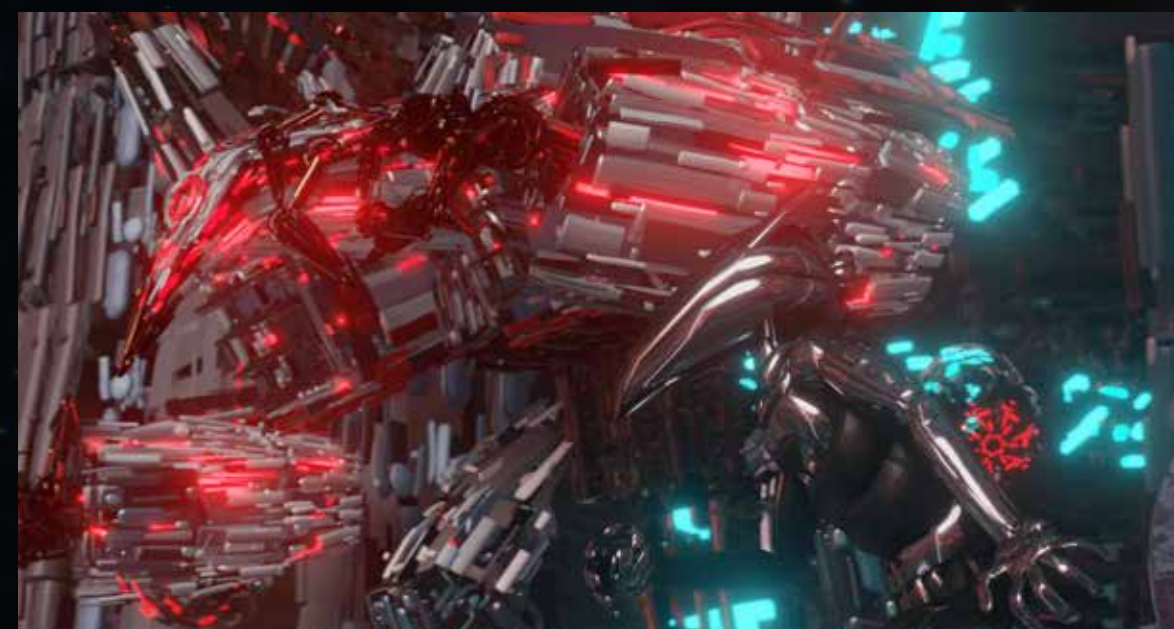
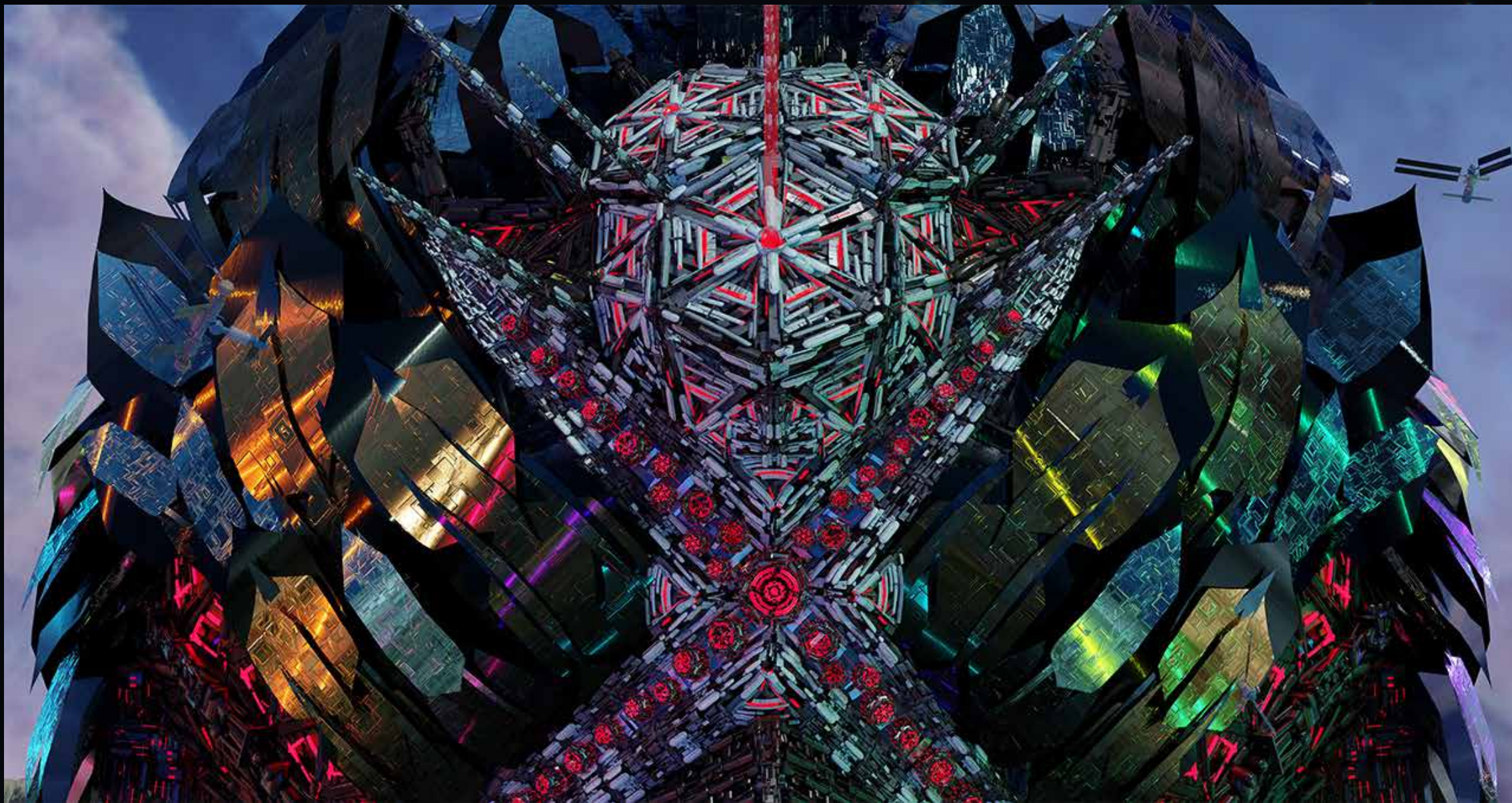
SHARDS OF THE LIMINAL EXPANSE — Systems into Worlds

An expansive interdimensional setting developed through world architecture, mythology, modular character design and AI-assisted creative exploration.

CHORISMOS

From Gesture to Cosmology

Original World Creation · Mythopoesis · Embodied Digital Production

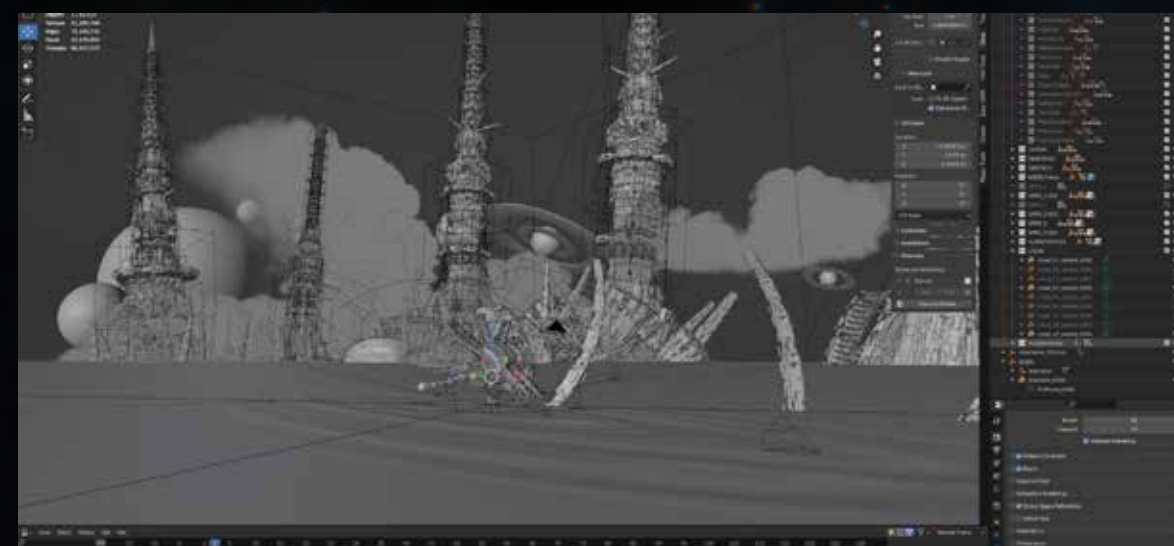
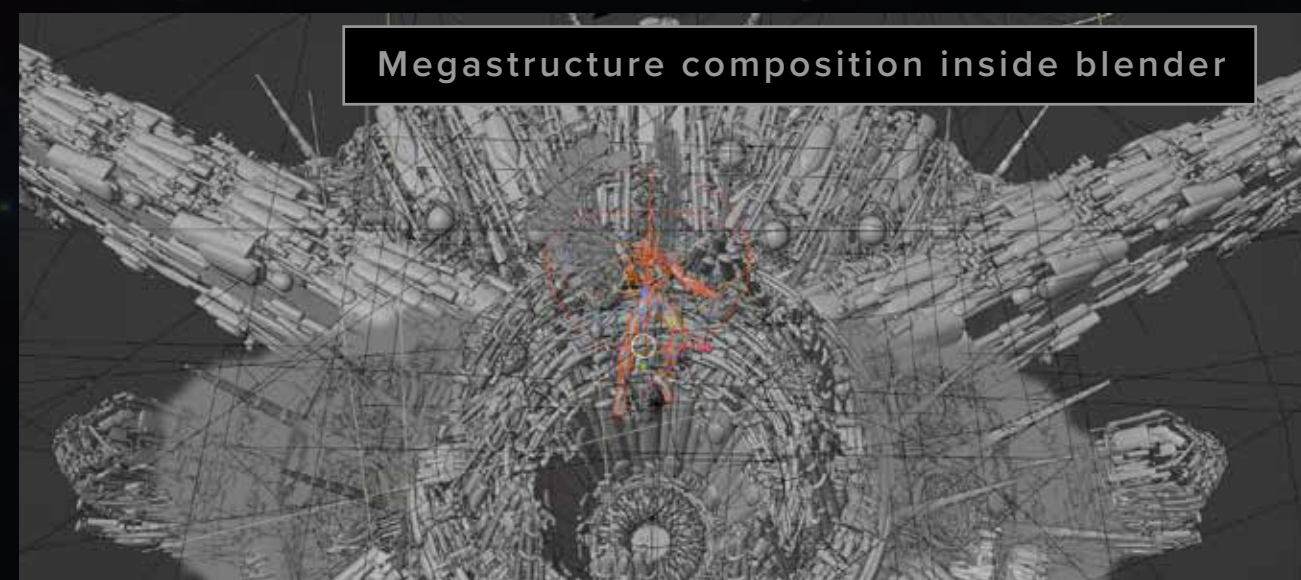
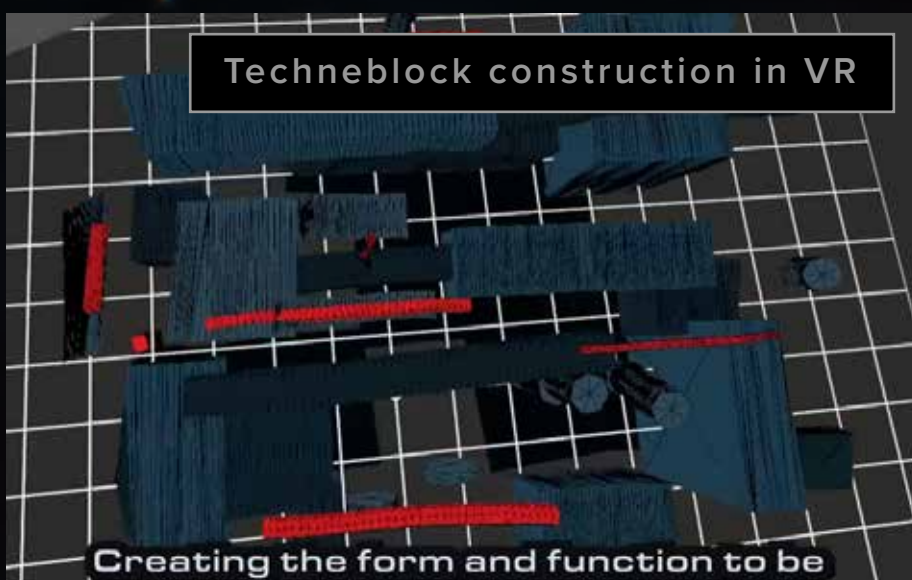


Chorismos is an original speculative universe and evolving visual language, where myth, technology and creation unfold through image and motion rather than spoken language.

Its first age, AEON GENESIS, is inhabited by autonomous constructs and humanoid drones amid colossal megastructures and living technescapes. The world's symbolic relationships and mythological narrative emerge through its forms, inhabitants and transformations.

Its distinctive visual language originates in gestures performed in VR, recorded as animated geometries called Techneblocks and developed through Blender, procedural systems and cinematic composition.

Four completed canonical moving-image works have been released and exhibited internationally. The NOSTOS series continues this narrative in production, within a larger vision spanning five Aeons.

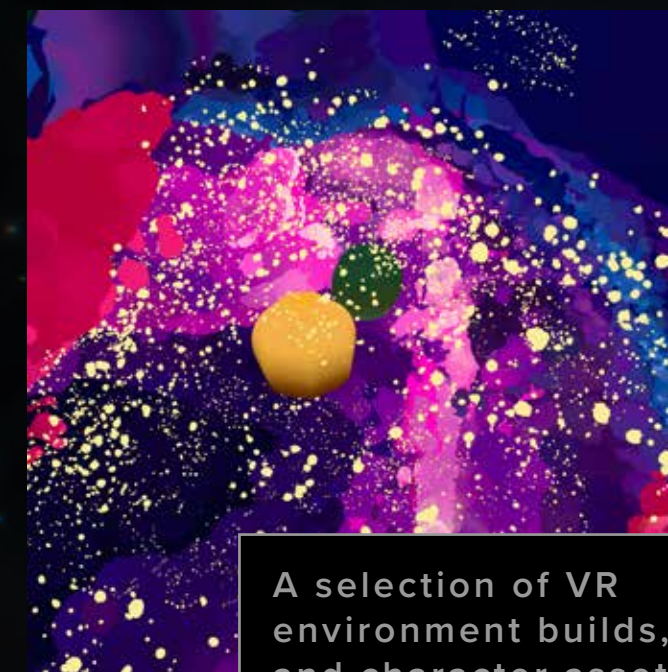


visit the world: <https://www.o-worlds.com/projects/chorismos.html>

TOHUWABOHU

Story into World

Mythological Worldbuilding · Character & Creature Design · VR Visual Development



A selection of VR environment builds, and character asset modular construction

Tohuwabohu is an original fantasy adventure inspired by Slavic mythology, particularly the lesser-explored traditions of the South Slavs, conceived as an animated short for younger audiences.

The world developed around its characters and their mythological quest. Iterative character design established an expressive, illustrative visual language, while the unfolding story guided the creation of its landscapes, architecture, vegetation, creatures and artefacts.

Built spatially in VR, the project combines intricate details of imagined material culture with monumental environments, aiming to bring illustrated folklore into dimensional life.

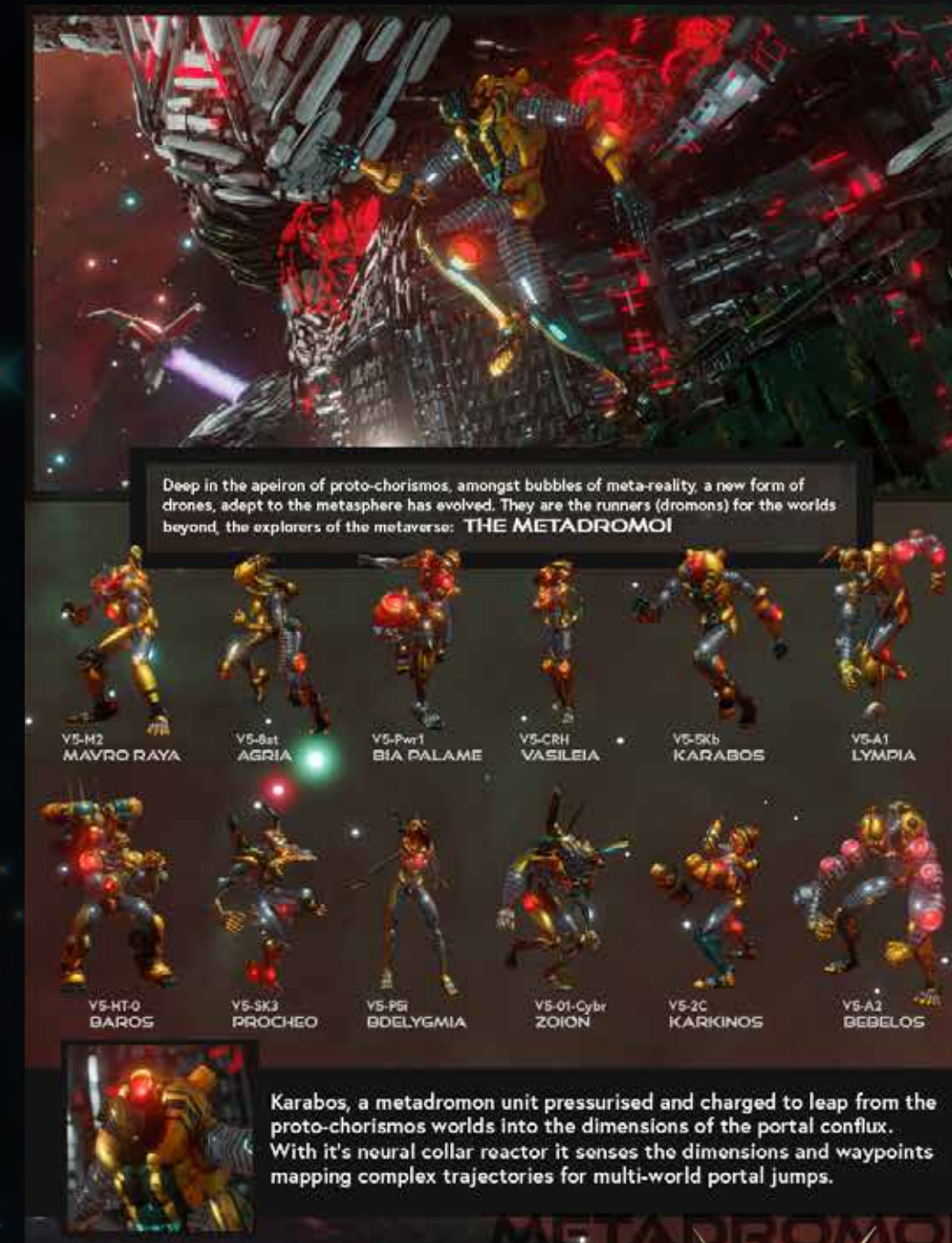
The completed screenplay, storyboards, characters and extensive VR-built environments, together with animation studies and walk cycles, established the visual and narrative foundations for the planned animated short.

visit the world: <https://www.o-worlds.com/projects/tohuwabohu.html>

METADROMOI

Characters into Universe

Character-Led Worldbuilding · Digital Action Figures · VRM



Metadromoi is an expandable fictional universe inspired by the action-figure collections of the 1980s and 1990s, reimagined through digitally embodied characters.

Its interconnected mythology develops through distinct factions, rivalries and transformations. Twelve released Metadromoi establish the central cast, while two further created but unreleased character waves introduce corrupted adversaries and animal-influenced cybernetic mercenaries.

Characters were designed and constructed spatially in VR, developed through shared material systems in Blender and prepared for digital embodiment as VRM avatars.

The wider universe extends through narrative treatments, virtual environments, promotional animations and moving-image sequences, demonstrating how individual character designs can develop into a coherent, extensible world.

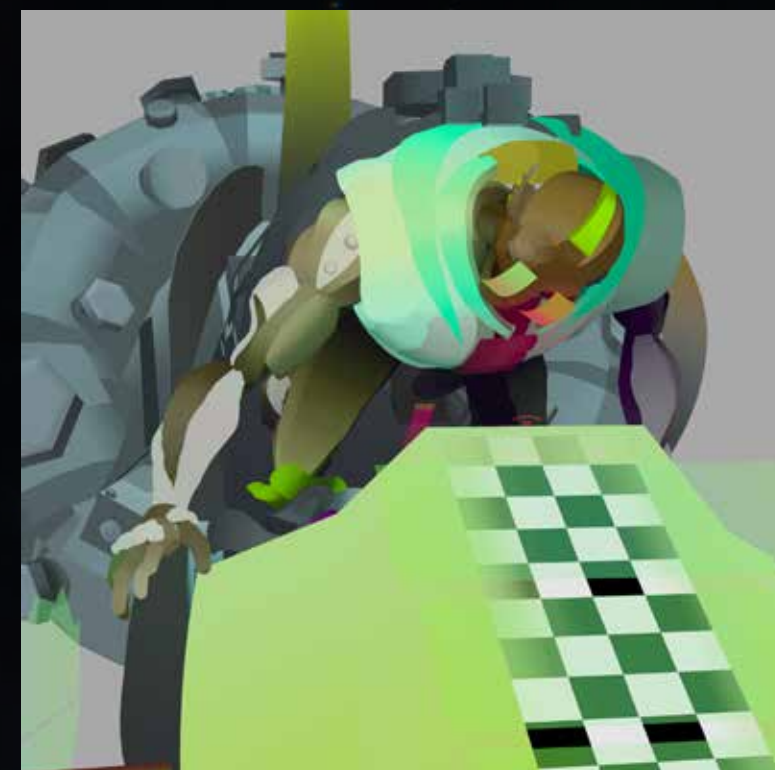


visit the world: <https://www.o-worlds.com/projects/metadromoi.html>

NOS DEUS

Civilisation into Narrative

Speculative Worldbuilding · VR-Native Production · Spatial Storytelling



Nos Deus is a speculative future civilisation conceived for a series of immersive VR shorts, exploring humanity transformed by genetic engineering, artificial intelligence, nanotechnology and overlapping physical and virtual realities.

Its social systems, architecture, technologies and underlying conflicts were developed before the pilot narrative emerged from the wider world.

An original world bible, script and storyboards informed the construction of the pilot entirely in VR. Characters, vehicles, architecture and environments were built as spatial assets, with viewer perspective, movement and attention explored through a completed VR animatic.

The fully constructed VR world, character and environment assets, and completed spatial animatic establish the production foundation for the planned immersive pilot.

visit the world: <https://www.o-worlds.com/projects/nosdeus.html>

SHARDS OF THE LIMINAL EXPANSE

Systems into Worlds

Original IP Development · World Architecture · Modular Character Systems

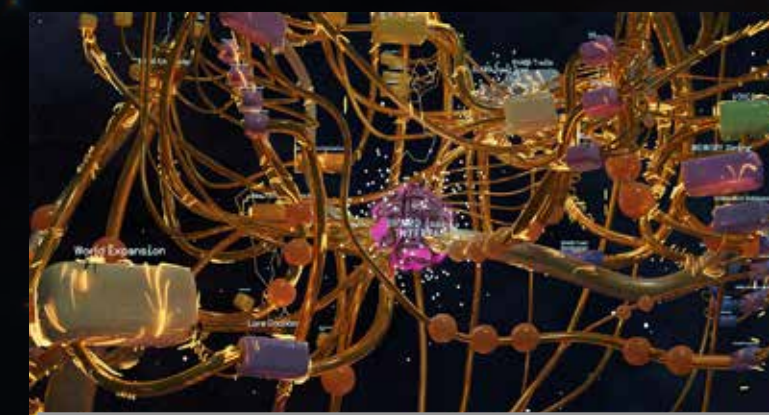
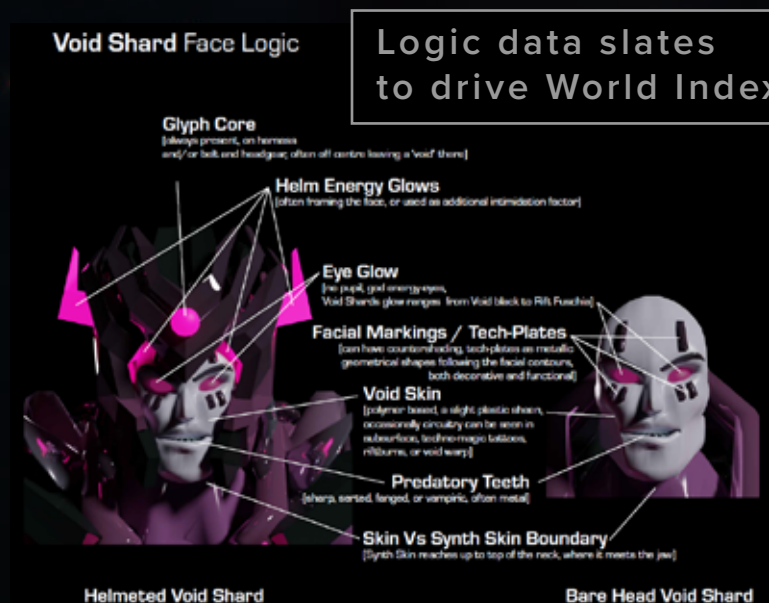
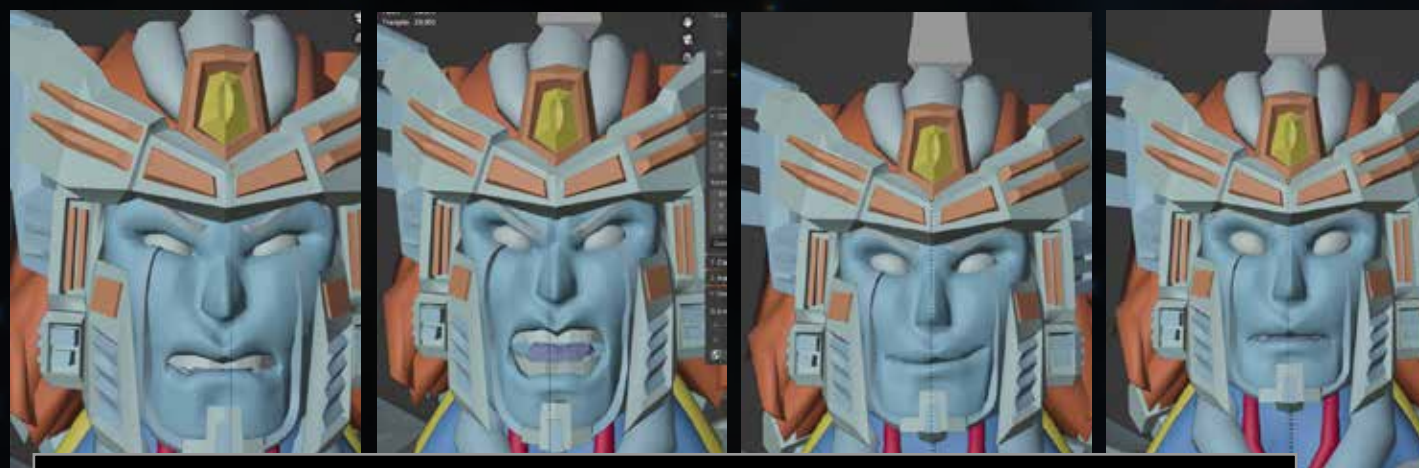


Diagram of the system architecture



Helmeted Void Shard Bare Head Void Shard



Shards of the Liminal Expanse began as a collaborative digital-character project and grew into an original interdimensional setting developed through AI-assisted conceptual exploration and authored worldbuilding.

As World Creator, OgiWorlds conceived its five Origin Worlds, 10,000-cycle history, cosmology, laws of techno-magic, societies, factions and character systems.

OgiWorlds designed and built modular 3D assets in Gravity Sketch, with clean geometry, rigging and facial animation structures enabling thousands of distinct Shards for digital embodiment and also supplied the 3D models used on the project website.

Working alongside frontend and backend developers, the project expanded into promotional films, original music, world bibles, interactive character prototyping, the Shard Visioner and a broader transmedia framework.

visit the world: <https://www.o-worlds.com/projects/shards.html>

WORKING TOGETHER

From the first idea to a world with its own identity.

OgiWorlds collaborates with directors, producers, creative studios and cultural organisations to conceive, develop and realise original worlds.

Engagement can begin with an emerging idea or an existing creative brief. The work may involve defining a fictional setting, developing its visual and narrative language, creating its inhabitants and environments, or producing tangible assets and moving-image material.

WORLD CONCEPTION & DEVELOPMENT

Original settings, mythologies, speculative systems, histories, narrative foundations, world bibles and creative direction.

VISUAL WORLDBUILDING

Character and creature development, visual languages, concept exploration, architecture, environments and spatial design.

WORLD REALISATION

Rapid VR prototyping, 3D asset creation, animation, cinematic environments, spatial previsualisation and development for interactive and immersive media.

Possible deliverables include concept portfolios, world bibles, character systems, production-ready visual assets, animated sequences, VR studies and spatial prototypes—tailored to the needs and scale of each production.

The practice can contribute to a particular stage of development or work across several stages in collaboration with a wider creative and technical team.

Have a world in mind?

Discuss an original concept, an emerging production or a fictional universe in development.

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