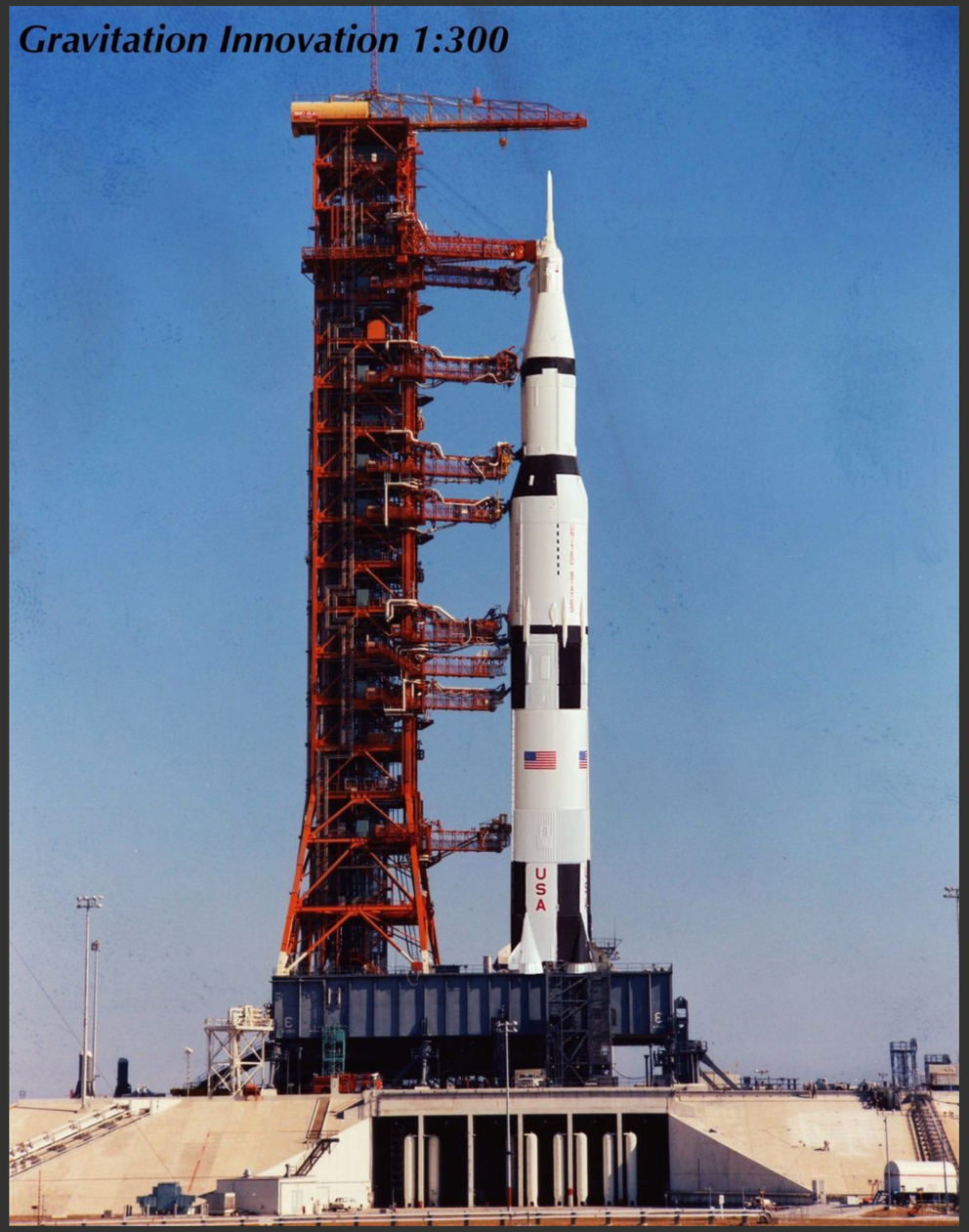
Project 3

Objects and Narratives



Apollo 11

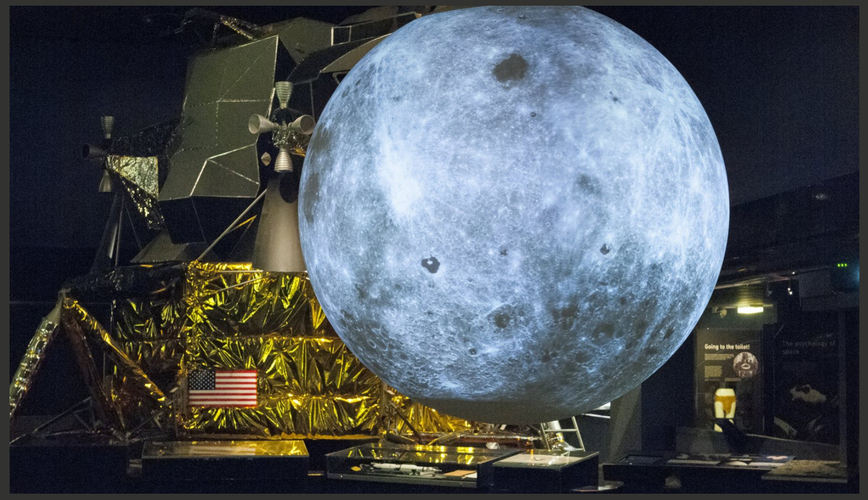
Apollo 11 was the first space mission in human history to successfully land people on the Moon and return them safely to Earth. It was carried out by the National Aeronautics and Space Administration (NASA) in 1969. This mission marked a significant milestone in the history of human space exploration.

The Apollo 11 mission demonstrated a remarkable breakthrough in human technology and is widely regarded as one of the greatest scientific achievements in human history. It symbolizes the spirit of exploring the unknown and pushing beyond limits.

（Footage of the Apollo 11 launch）

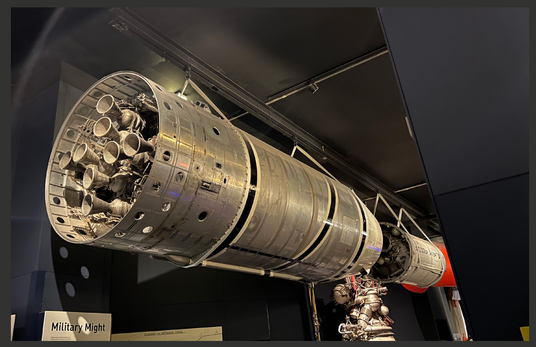
SCIENCE MUSEUM

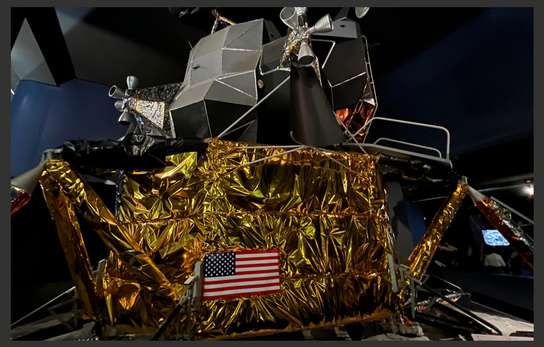
The Science Museum in London is one of the city's most popular attractions, showcasing groundbreaking achievements in science, technology, and medicine. With interactive exhibits and historic artifacts, it offers a hands-on journey through innovation and discovery.

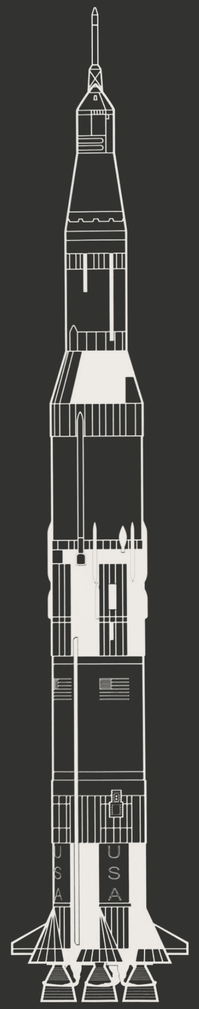


EXPLORING SPACE

From satellites to landers, this unforgettable space exhibition reveals the groundbreaking technology behind space exploration. See a full-size replica of the Eagle lander, gain insight into rocket history, and discover how astronauts live in space—from breathing to eating to using the toilet.







The approximate dimensions of the main components used in the Apollo 11 mission:

Saturn V Rocket

Height:
About 110.6 meters (363 feet)

Diameter:
About 10 meters (33 feet)

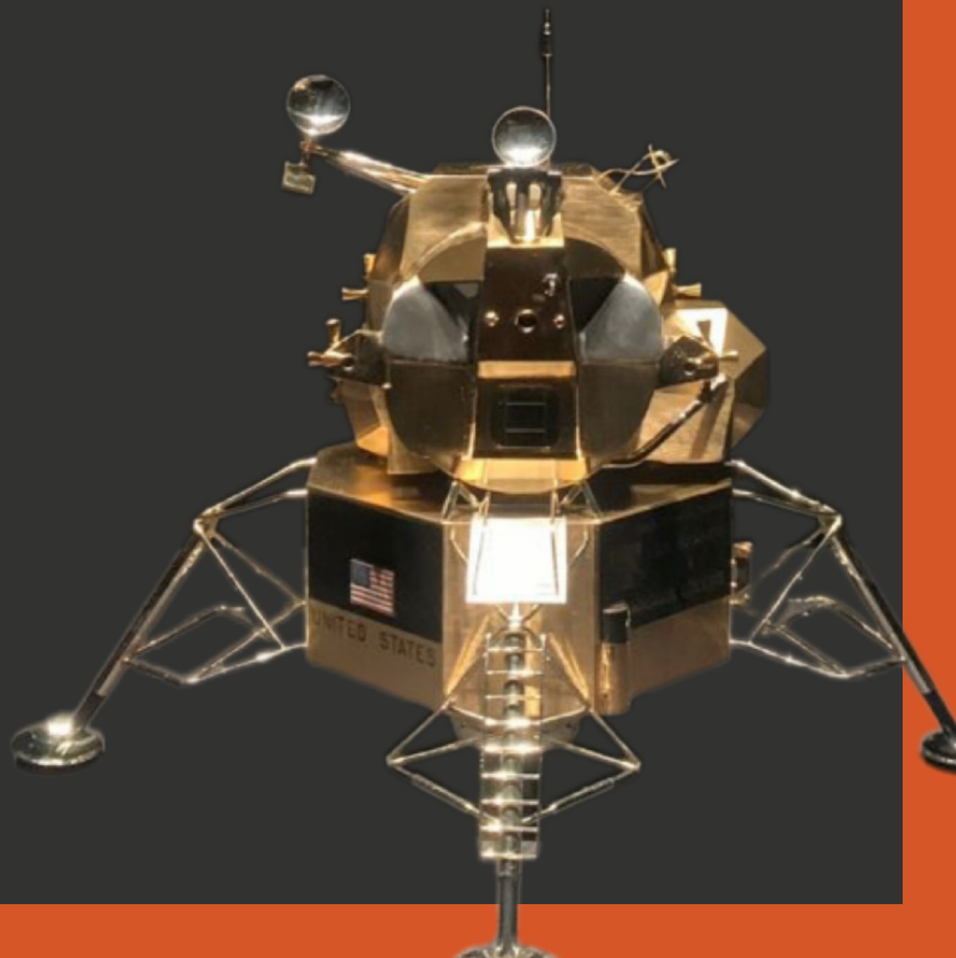
Launch Weight:
Around 2,900 tonnes

Lunar Module “Eagle”

Height:
About 7 meters (23 feet)

Base Diameter:
Around 4.2 meters (13.8 feet)

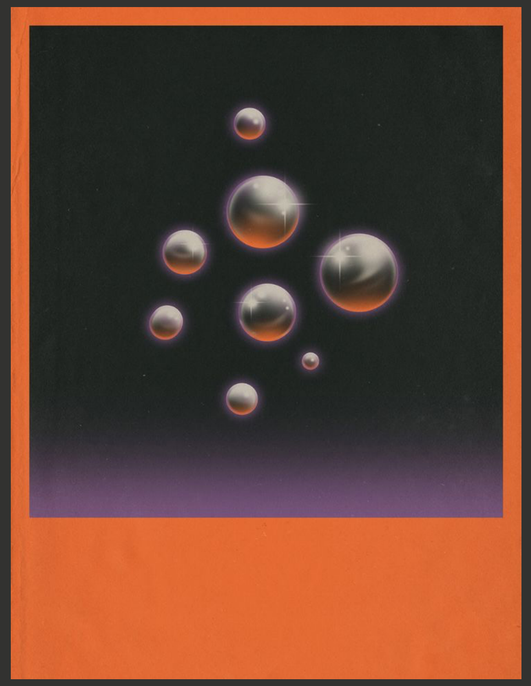
Landing Weight:
Around 15 tonnes (including fuel)



Retrofuturism

Retrofuturism is an artistic style, cultural trend, and design philosophy that blends past visions of the future with modern aesthetics. It commonly appears in visual arts, architecture, film, fashion, and video games.

Retrofuturism represents “the future as seen from the past.” It portrays the imagined futures of the 20th century—especially from the 1950s to the 1980s—including flying cars, robotic assistants, space travel, and transparent domed cities.



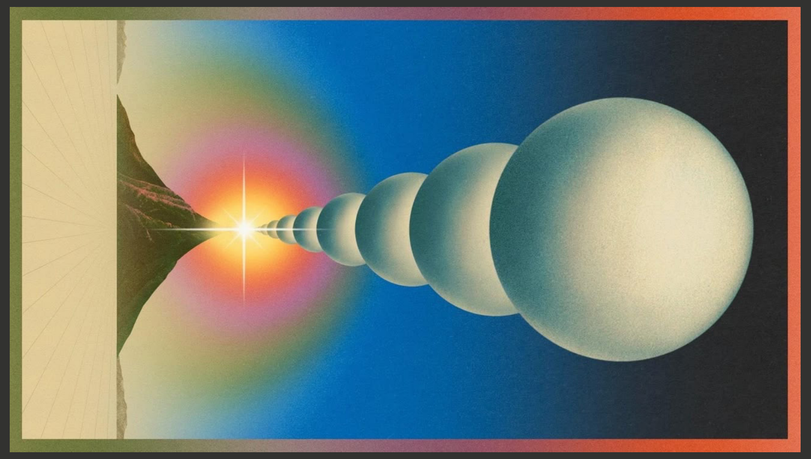
Style Features:

Aesthetic Characteristics:

Streamlined designs (e.g., vintage cars or rocket shapes)
Shiny metals, rounded forms, neon lights, and old TV screens
Color palettes often include saturated oranges, teal greens, metallic silvers, and deep blues

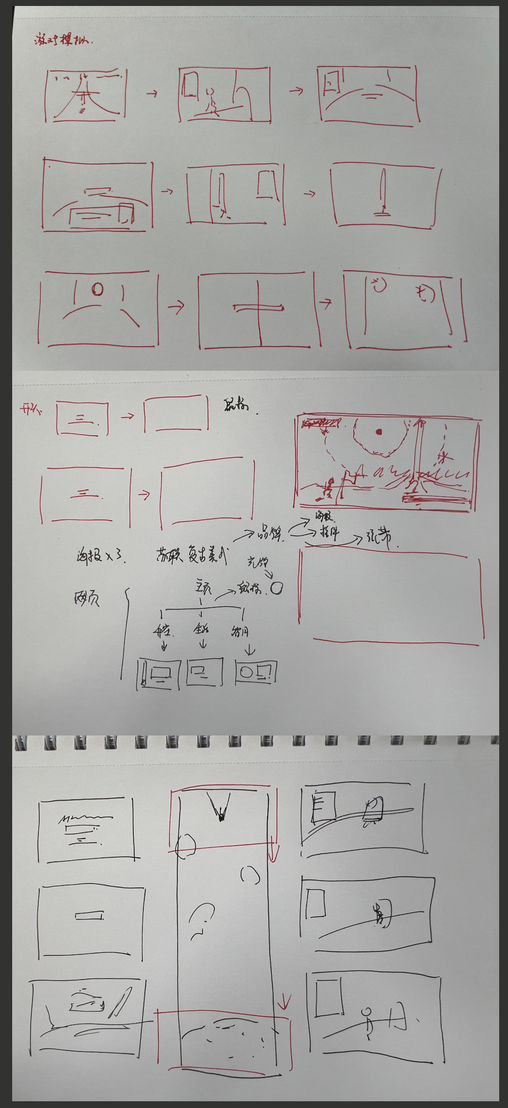
Common Elements:
Space Age technology (spacecraft, spacesuits, radar systems)
Old televisions, cassette players, vacuum-tube computers
Futuristic cities, cybernetic limbs or body enhancements

Substyles:
Atompunk:
Centered on 1950s–1960s nuclear-age fantasies, such as flying saucers and ray guns from early sci-fi comics.
Space Age Modern:
Highlights futuristic aesthetics in architecture and industrial design.
Cyber-Retro:
Blends CRT monitors, 8-bit pixel graphics, and old-school futuristic high-tech concepts.



Color palette

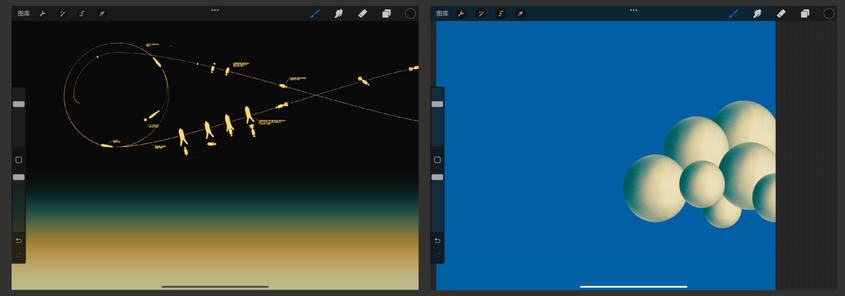
Sketch:



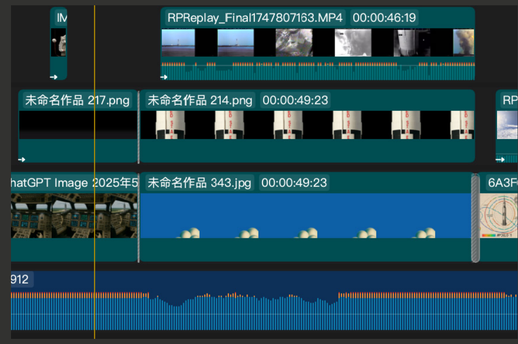
I’m creating an interactive astronaut simulation game based on the launch of Apollo 11.

In this experience, you are one of the crew aboard Apollo 11. You'll relive those exhilarating moments through real historical broadcast recordings and gameplay-based interactions.

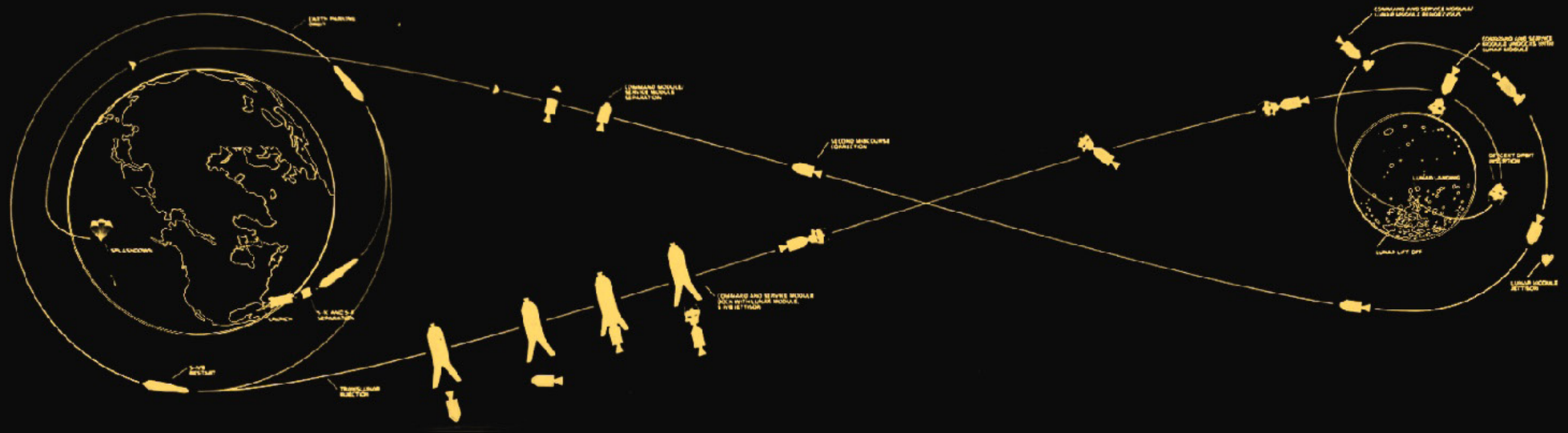
Step into the cockpit, feel the rumble of liftoff, and make critical decisions as if you were truly part of the mission that made history.
From countdown to lunar landing, you’ll retrace the journey that took humanity to the Moon for the very first time.



The visual style adopts a retrofuturistic color palette, blending technology and imagination in its design elements.



Both visuals and audio are sourced from authentic historical footage and recordings, taken from documentaries and original broadcasts.



https://youtu.be/oleUS-_6LOg