ENTRY // Liminalita Devlog #1 // Expanding Exhibits, Threaded Loading & World Architecture [−] [×]

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Infinite S-Gallery

One of the newest additions is a procedurally generated infinite gallery built in an S-shaped pattern. It loops endlessly by repeating room structures, drawing inspiration from *I Don't Get It* (Procjam 2021). The spatial repetition becomes part of the experience—the further you walk, the more uncanny the atmosphere feels.

Check out a short preview video of the work-in-progress: WIP Infinite Gallery Video

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Hilbert's Hotel

The infinite hotel expansion continues to grow. It is loosely based on Hilbert's Hotel paradox—an infinite space that always has room for one more guest.

Each floor is either procedurally generated or selected from handcrafted layout sets (such as motel courtyards or corporate office spaces). When descending a staircase and looking away, the level geometry quietly shifts beneath you, creating the illusion of endless vertical descent. Elevators on each floor allow the player to return to the main lobby at any time.

Aquarium and Underwater Zones

The aquarium zone has been expanded significantly. Wells, ponds, and fountains scattered across other parts of the game can now be jumped into, teleporting the player into various underwater environments. These areas feed back into an aquarium hub, encouraging exploration across every body of water.

Library of Babel

A major new environment feature under active development is the Library of Babel—a hexagonal, seemingly infinite tower structure filled with randomized books. These books contain generated content ranging from text to surreal imagery and glitched symbols.

Liminal House & Procedural TV

Another addition is the liminal house, designed to resemble a child's sketch of a home. Inside is a procedurally generated television that flips channels between different forms of generative art, with every channel change synthesizing a new visual or sonic piece.

Liminal Neighborhood

I have been modeling an underground liminal neighborhood—strangely buried beneath the earth. While still early in concept, the environment captures an unsettling, surreal atmosphere.

Threaded Level Loading System

I overhauled the backend loading architecture to optimize runtime performance. Levels now stream and load assets asynchronously using threaded loading and staged activation rather than blocking all at once, ensuring smooth transitions across large zones like the hotel and aquarium.

Future Planned Zones

Several concepts are currently in the planning and modeling phase:

- **Decision Gallery**: A gallery where choosing different hallway paths (such as red vs. blue corridors) dynamically influences the exhibit artwork displayed ahead.
- **Surreal Tropical Island**: A transition space and liminal vacation zone.
- **Subterranean Mall**: A courtyard-style mall leading to smaller exhibits styled as individual shops.
- **Supermarket**: Inspired by Omega Mart, featuring playful and surreal products rather than literal realism.
- **Corporate Office**: A sterile office environment with maze-like repetition and absurd corporate messaging.

Thanks again to everyone following the devlogs and testing early builds.

— sol.vin

TAGGED SKILLS:

Godot 4 | Game Engine Development | 3D Modeling

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