ENTRY // Liminalita Devlog #2 // Library of Babel Modeling, Atrium Teleports & Lobby Expansion [−] [×]

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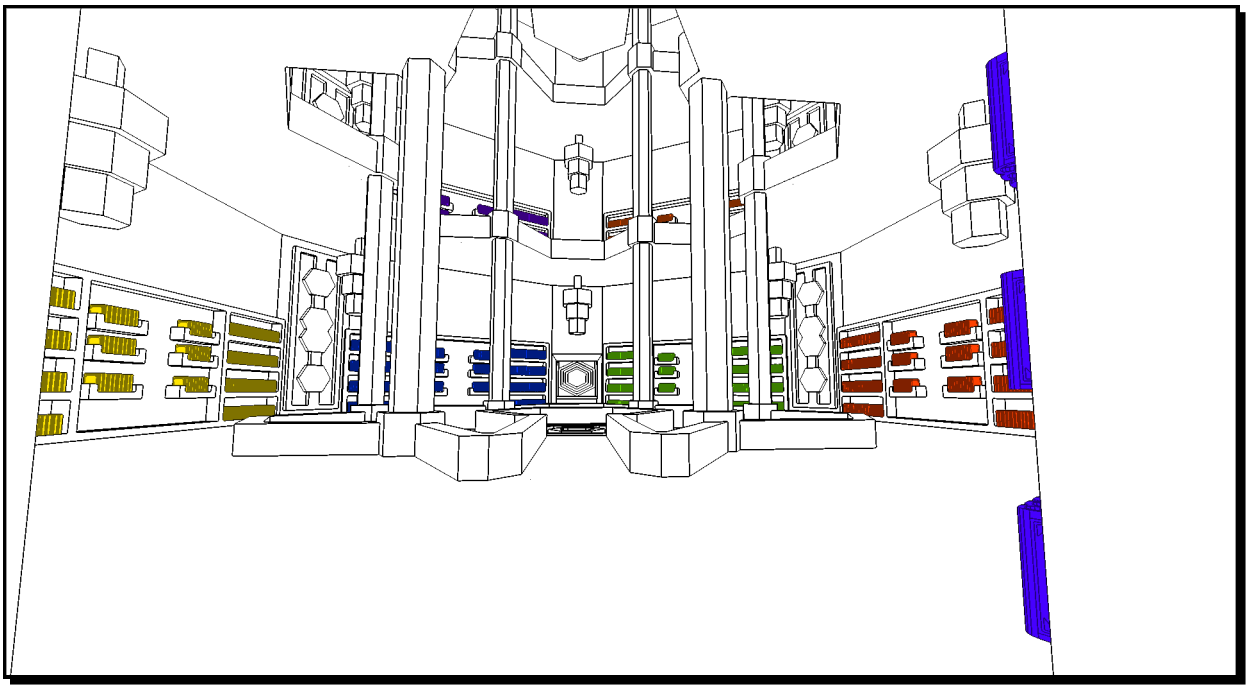

Library of Babel Architecture

The Library of Babel environment is now fully modeled and functional. The hexagonal structural layout is complete and fully walkable in 3D space. Future updates will focus on populating the procedural book text and visual generator content.

Lobby Additions & Sun Room

- Added a new water feature to the main lobby area, connecting visually to the aquarium themes and providing atmospheric motion.
- Completed the sun room—a clean, vibrant architectural space that balances out the muted tones of the main gallery corridors.

Atrium & Aquarium Updates

- Integrated a glass aquarium display tank—a transparent exhibit providing a direct view of procedurally pathing fish.
- Implemented an atrium transfer zone that allows players to teleport across the main atrium level efficiently during exploration.

More updates coming soon, focusing on the procedural book generation system and additional exhibit branches.

— sol.vin

TAGGED SKILLS:

Godot 4 | 3D Modeling | Low Poly 3D Modelling

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