



The Forbidden Fruit

Completed: 18-09-2021

At the military base in Section 4A on planet Tellus, a team of scientists explores the beneficial effects of indigenous plants on recruits. It seems that some of the men develop exceptional height and strength after prolonged consumption of some of

its fruits. The main character - a medical officer who has flown in for assistance - is however mainly intoxicated with passion after eating some of these exotic products.





This intense reaction sets the trail for the chemical compound that is eventually located in the outskirts of the planet, in the tropical region of Tellus. A mysterious place where the hanging gardens and the floating forest can be found. Little

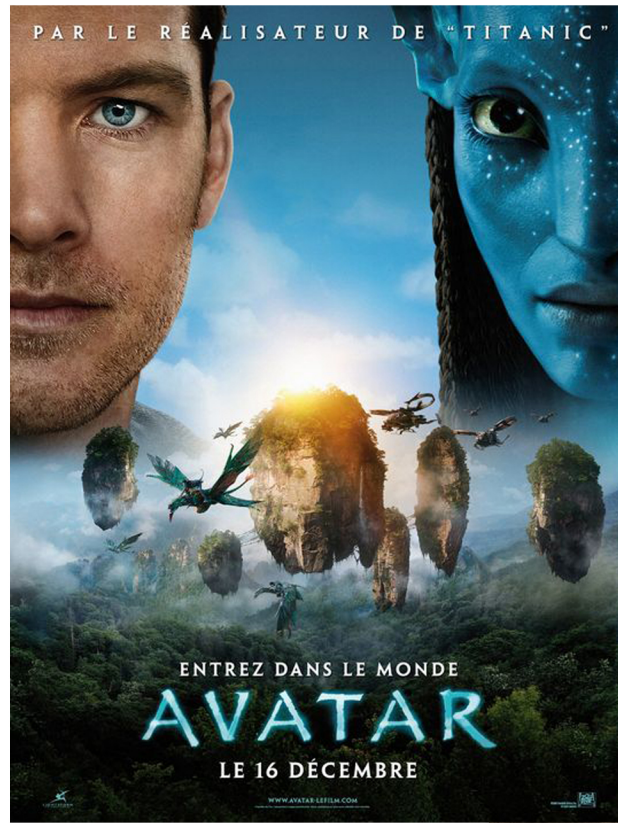
is known about that remote place, but legend has it that at the top of this world, there's an ancient tree that only blossoms once in a millennium and that it bears the Forbidden Fruit for a hundred years.



Paradise found

For those who have seen the movie, it won't come as a big surprise that most of the settings for this series were inspired by Avatar, James Cameron's epic science fiction film from 2009. I was not so

much the story but the images and special effects that impressed me so much, and I could not resist creating my own adventure in similar surroundings.



After leaving the polluted and densely urbanized metropole, the main character of my story enters the mysterious world of towering rocks, exotic forests and floating islands. The base camp of the expedition is located in a lush aerial paradise that overwhelms the sense of the team. The exotic

surroundings stimulate the men's playful comradery and mutual fondness. Once fully intoxicated by the environment, their affection grows into a fervent desire, unleashing an endless orgy of pure lust.





Peter Paul Rubens (1628–29), Byam Shaw (1911).



The eating of the apple is traditionally defined in terms of good and evil, with the fall of man, with the original sin and disgrace. It eventually became a metaphor for any indulgence or pleasure that is considered illegal or immoral. In this series, however, I tried to emphasize more the positive theme of the fruit as a symbol of sexual energy and bearer of eternal life. And although blasphemous in

the eyes of many, this depiction of the nude couple at the base of the tree with an apple is probably more accurate than all those traditional representations. For if God took Adam's rib to create his partner, the genotype would be 44XY. So technically, Eve could only have been a man!



Adam and Eve: Different times, different versions.

Genesis

The characters I used for this and all previous projects are from Daz 3D, a 3D-content and software company specializing in providing rigged 3D human models, accessories and settings. Over the years, the company had many versions of human figures and characters, but in 2011 they launched a significant change in the underlying technology. Instead of each figure being designed

individually, they moved to a single platform called Genesis, in which figures were derived as morphs from a common mesh. This not only made it possible to blend the base model into a huge variety of shapes, but also to apply add-on content like clothing, hair, and additional morphs to every single character.



The 3D world of the Genesis generations

Harry was developed during this time and is thus a child of the first Genesis generation. Meanwhile, several versions have been released since and the models became ever more sophisticated and realistic. Significant changes were added, including improved joint and muscle bends and flexing, and facial expressions. The use of different Weight Maps made the figures eventually compatible with other 3D software and game development platforms.

The main character of this series is based on Michael 8.1, the latest version of the Genesis character system - with improved facial expressions, more realistic skin and facial features like eyes and eyelashes. As a token of these more inclusive times, Michael also comes in a disabled version (including a wheelchair), and an additional set of "female anatomical elements".



The main characters of the series.

Although the character looks indeed far more realistic and the bends and flexes work much better than before, I'm not so sure about the facial improvements. The expressions seem to be far

more restricted and don't always look that convincing. Instead of giving a full-face smile, the character often only gives a phoney laugh, looking more uneasy and embarrassed than anything else.

Apart from that, the enhanced capabilities of 8.1 are also not backwards compatible, many control tools and features of generation 8 no longer work on this model and several props totally misfit the character. So, working with this new version can be a bit annoying at times...

These enhancements also come at a steep price in size. Where the first generations come at ca. 6 to 9

MB, the basic mesh of the newest generation takes up to 29 MB to store, using more than 19.000 Kbytes of memory. The complete Harry is 26 MB, the main character for this series is 570 MB, using up to 300.000 Kbytes. The fully rigged 8.1 characters for animation can easily get over 1 GB and is thus hardly manageable in more complex and overcrowded scenes.



A long flow

With more than 400 images, this series has been the longest single project so far. The project started in May 2021 and took nearly four and a half month to complete, ending in mid September of the same year. In total I used 12 different settings, 4 main characters, and more than 200 different poses to bring the story to life.

As usual, I don't start with a complete storyboard, I only work with a general idea and rough outline for the series. The inspiration from the themes and settings do the rest, leading me from one scene to the other. I just go with the flow, so to speak, letting the characters find their way to the end of the adventure.



The Green Room, MedBay, SciFi 2015.

As the creators of the Avatar movie have found out, the themes provide enough material to go on

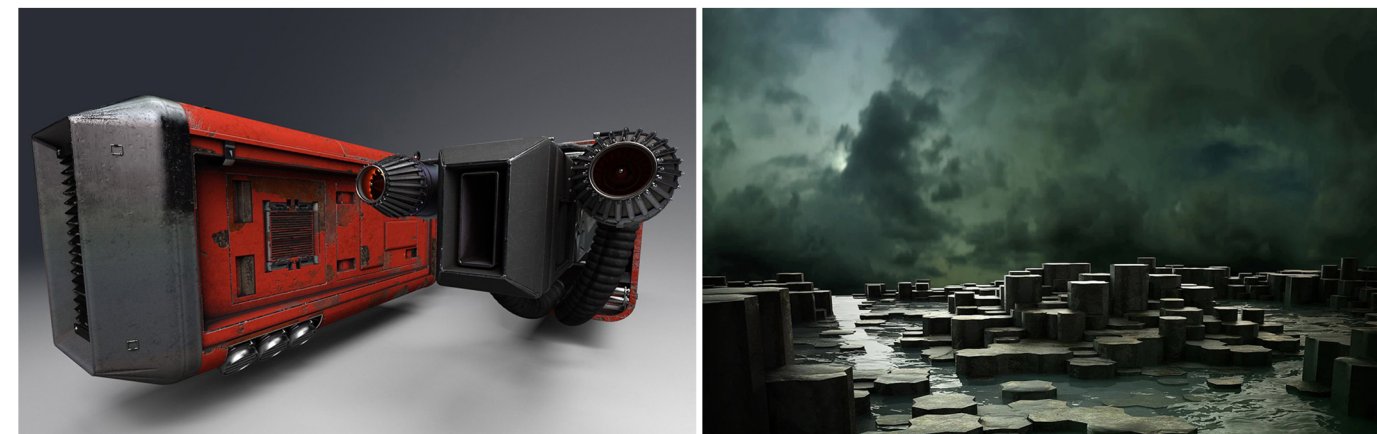
forever. For Avatar a sequel of 4 movies have been announced that will last till 2028, and I'm sure we'll

be seeing the four heroes of my story once again in a future adventure. It has been a delight working

on this project for such a long time, and I would be delighted to return to this magical place one day.



Prison Guard Tower, Army Uniform, Dragonfly, NDNA2



Speeder and Alien Lands.

"Once again, the military are co-opted into providing research and exploration of natural resources that are commodified and commercially exploited." I'm sure they were more than happy to help ;o)...