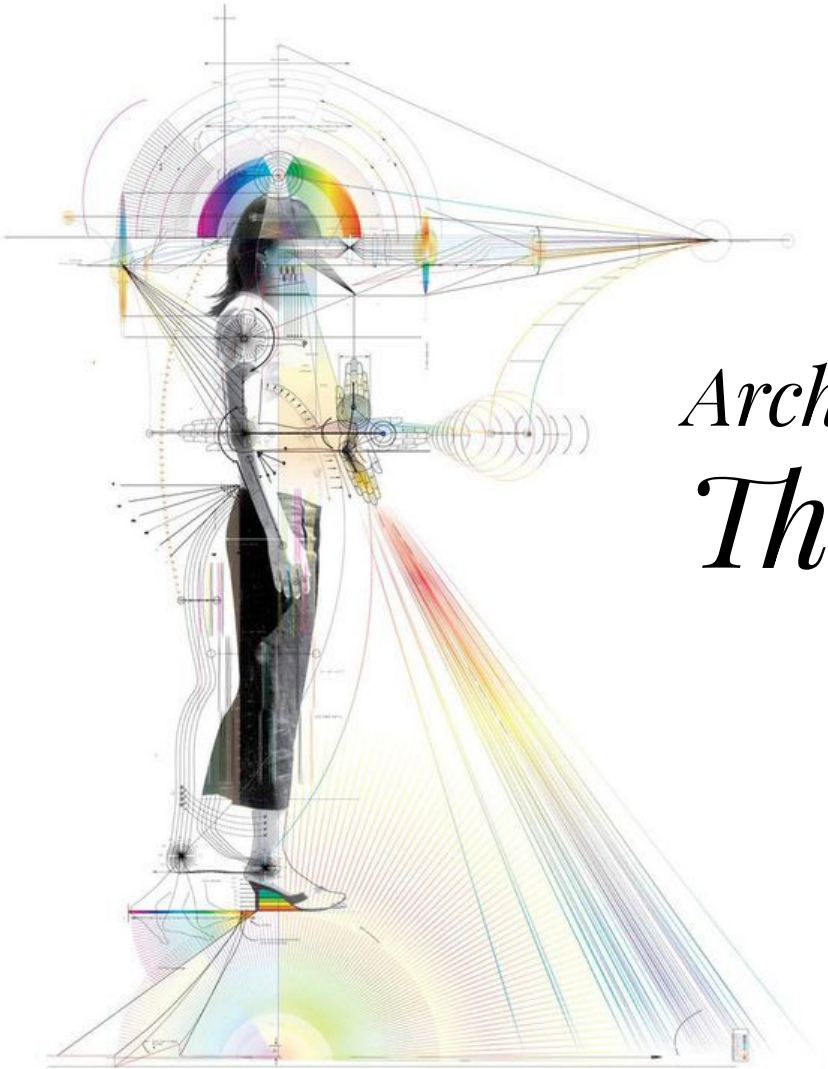


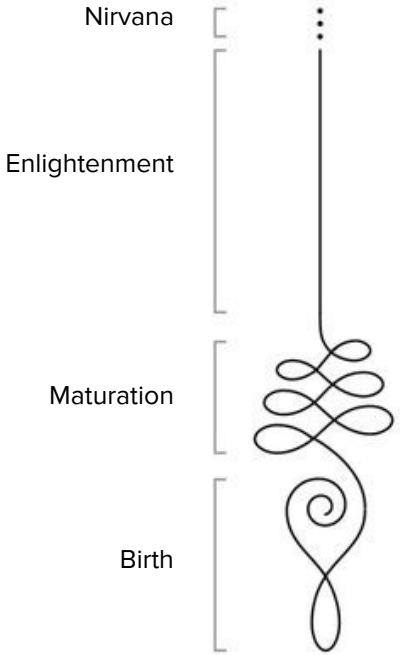
Architecture of The Book of Life

UI Design Document
January 17, 2019

By Gregoire Davenas

Approach:

Unalome



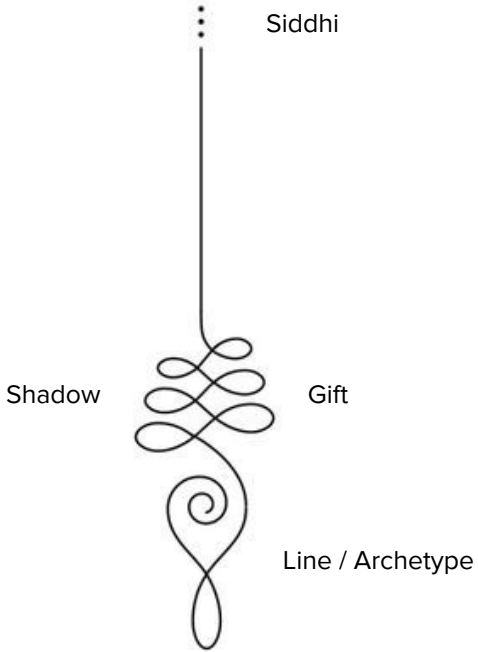
The Unalome is a spiritual symbol representing the Path to Enlightenment (Golden Path)

Approach:

Unalome

(translation)

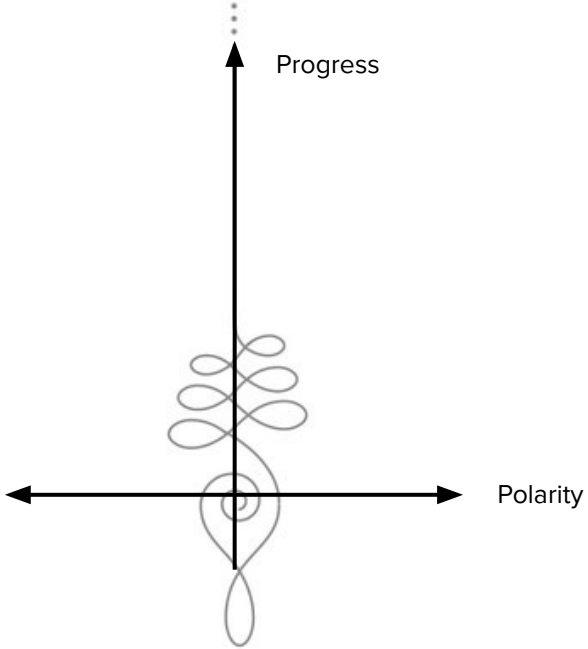
We can translate it in the Game of Life's terms like this:



Logic

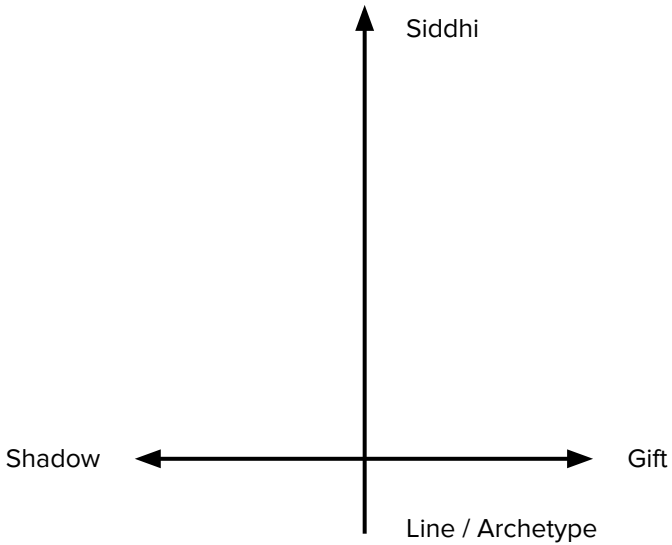
If we simplify the symbol we can draw the following coordinate system.

Note that you can't regress. The progress is necessarily up.



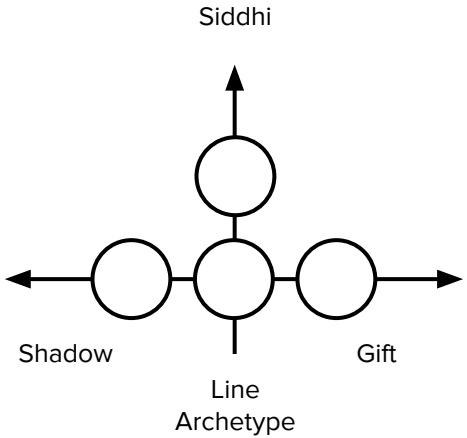
Logic

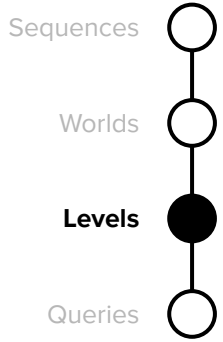
Following this logic, The Archetype is the zero point (0:0), Shadow and Gift situated on both sides of the polarity dimension and the Siddhi is at 0:1 (balanced polarity, full progress)



Architecture

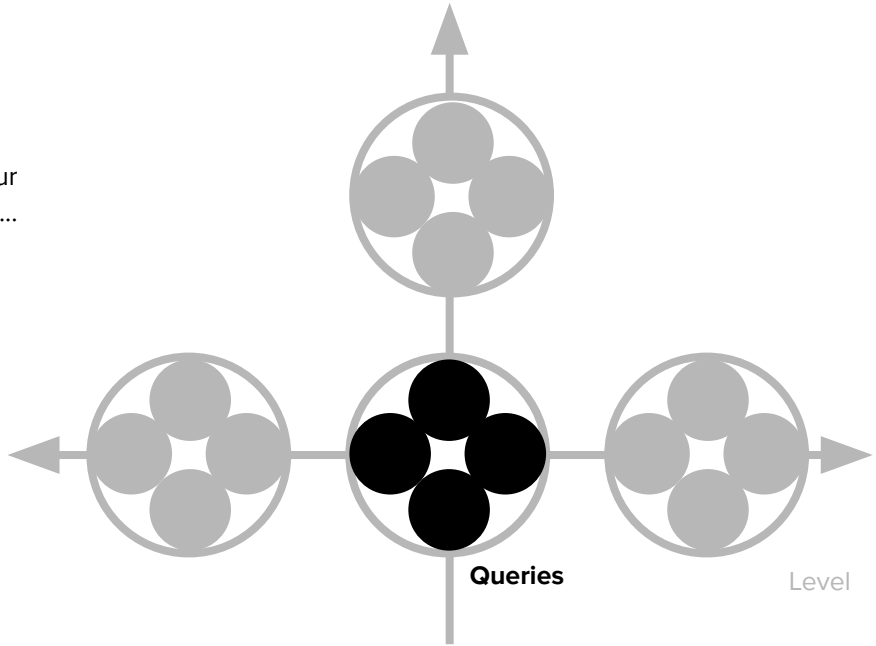
This mapping system can be re-used consistently at every scale of the Book.

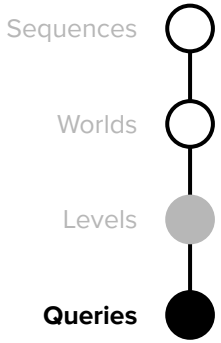




Architecture

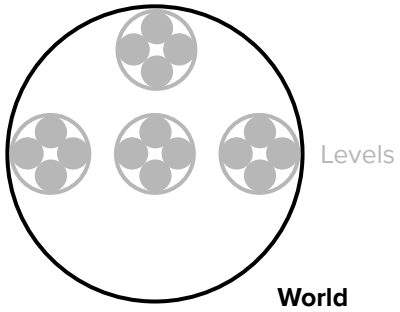
Inside the Levels are the four Queries...

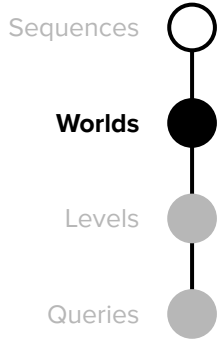




Architecture

...and the Levels are constituting each World.

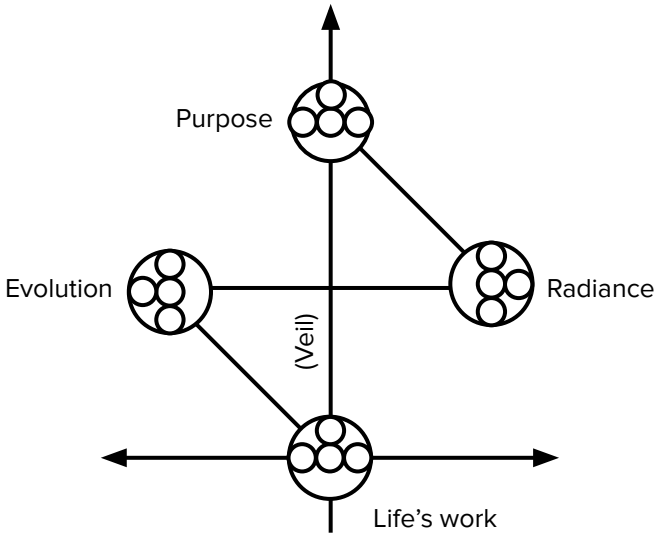




Architecture

The Worlds can be placed on a coordinate system of the same logic.

Note that in this case, the centre of the horizontal axis is the position of the Veil.



Sequences

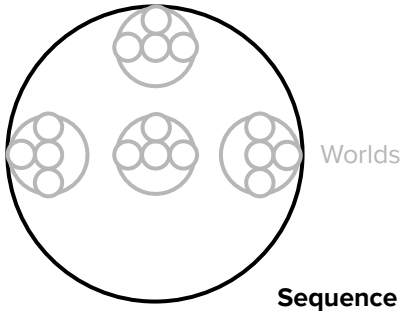
Worlds

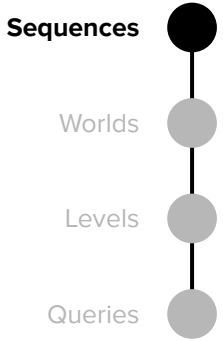
Levels

Queries

Architecture

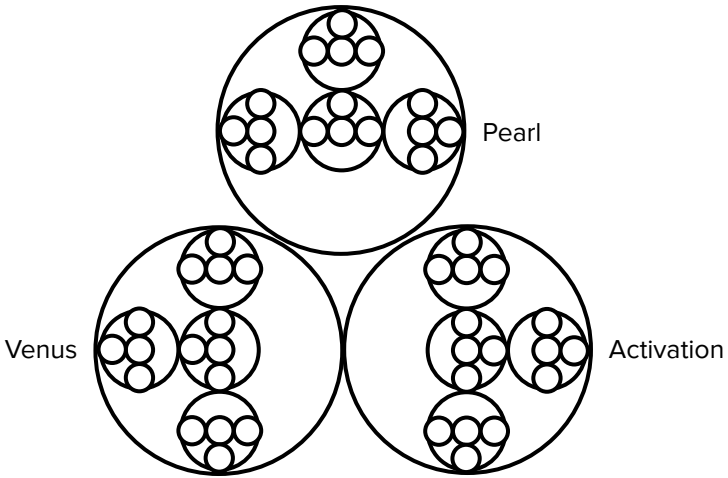
The Worlds constitute the Sequences.





Architecture

Repeating the Pattern...



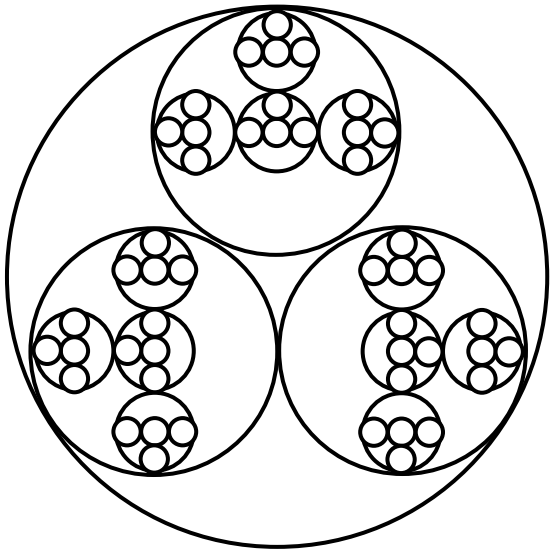
Sequences

Worlds

Levels

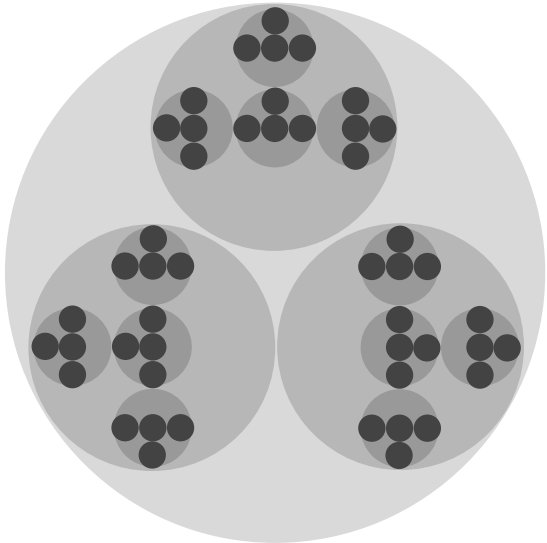
Queries

Architecture



...and we obtain
a fractal interface of
The Book of Life

Architecture



The Book of Life

Sequences

Worlds

Levels

Queries

Wireframe