



Alex ROSS

The RNDR Archive



ALEX ROSS



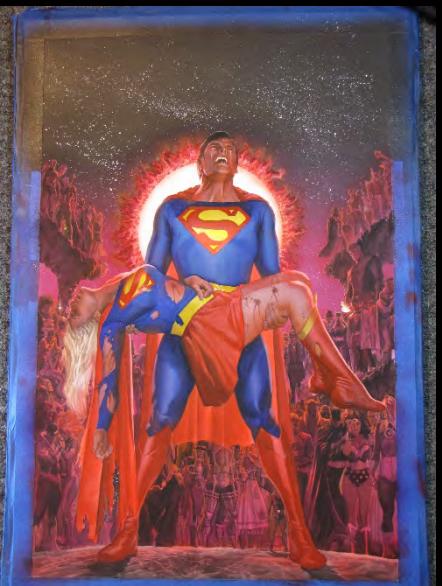


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ALEX Ross
The RNDR Archive



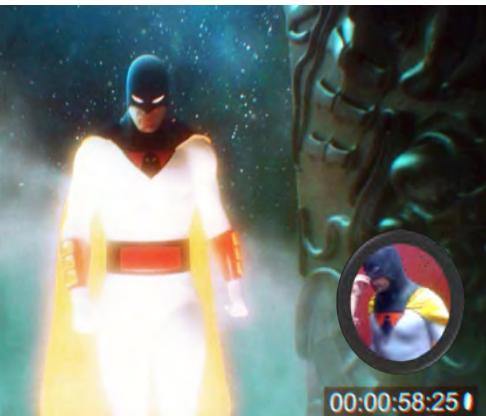


ALEX Ross

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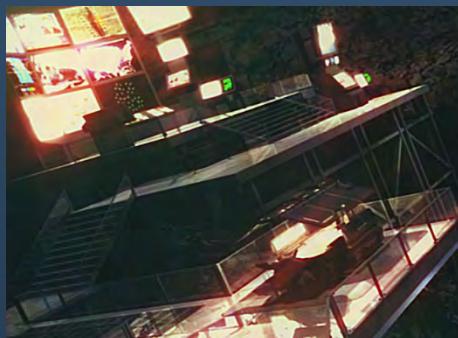


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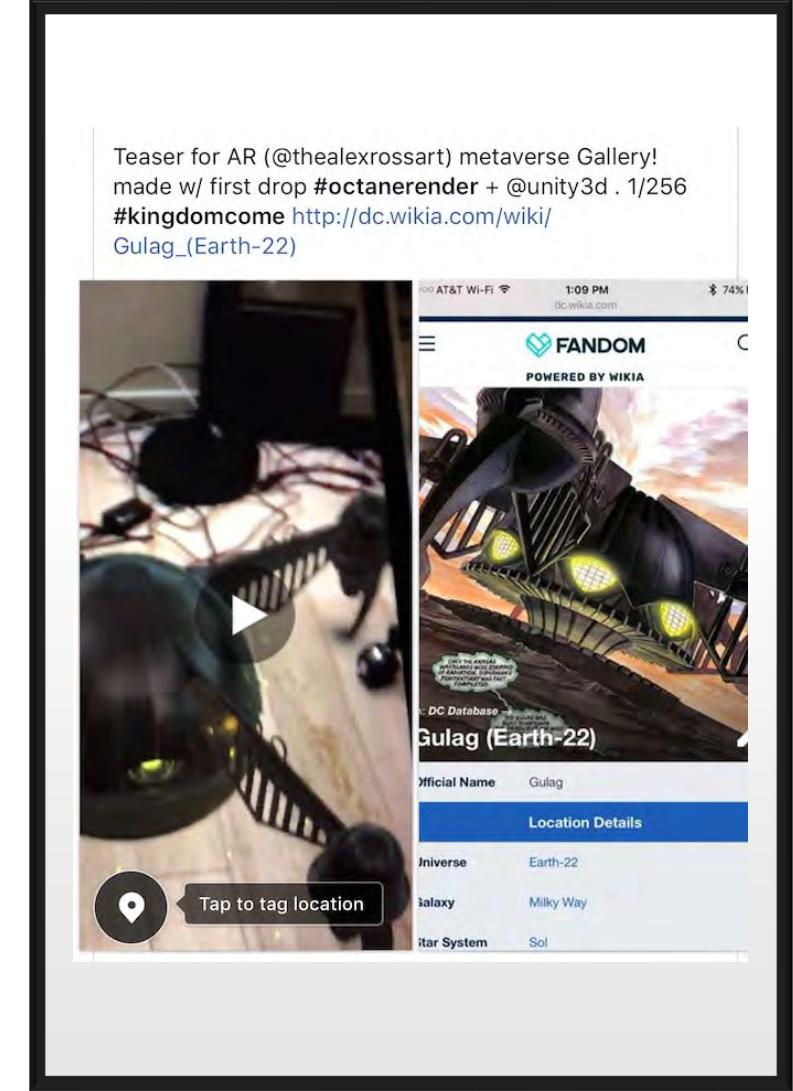


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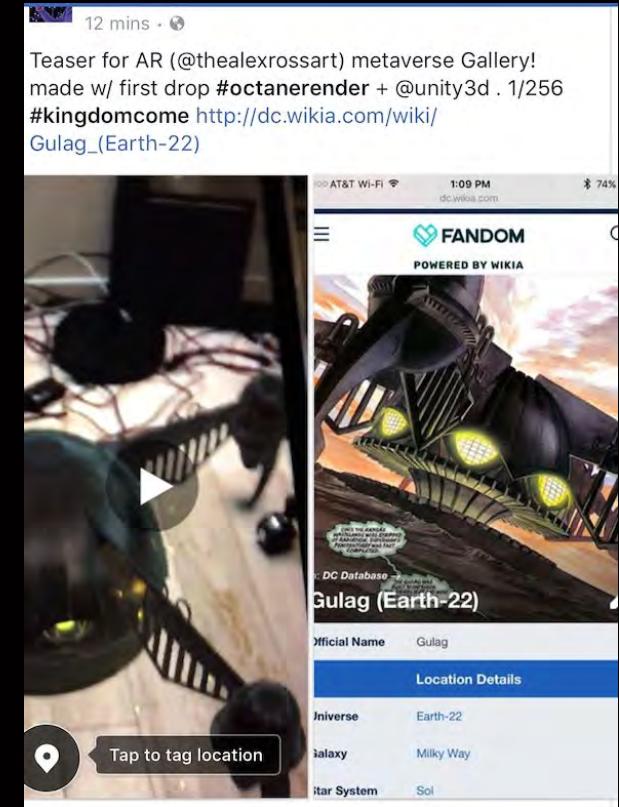
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48/64 s/px, 33.05 Ms/sec, 00:00:00/00:00:00

90 Textures, 4034807 Tris, 2 Meshes, 4 GPUs, 1305.6/5761

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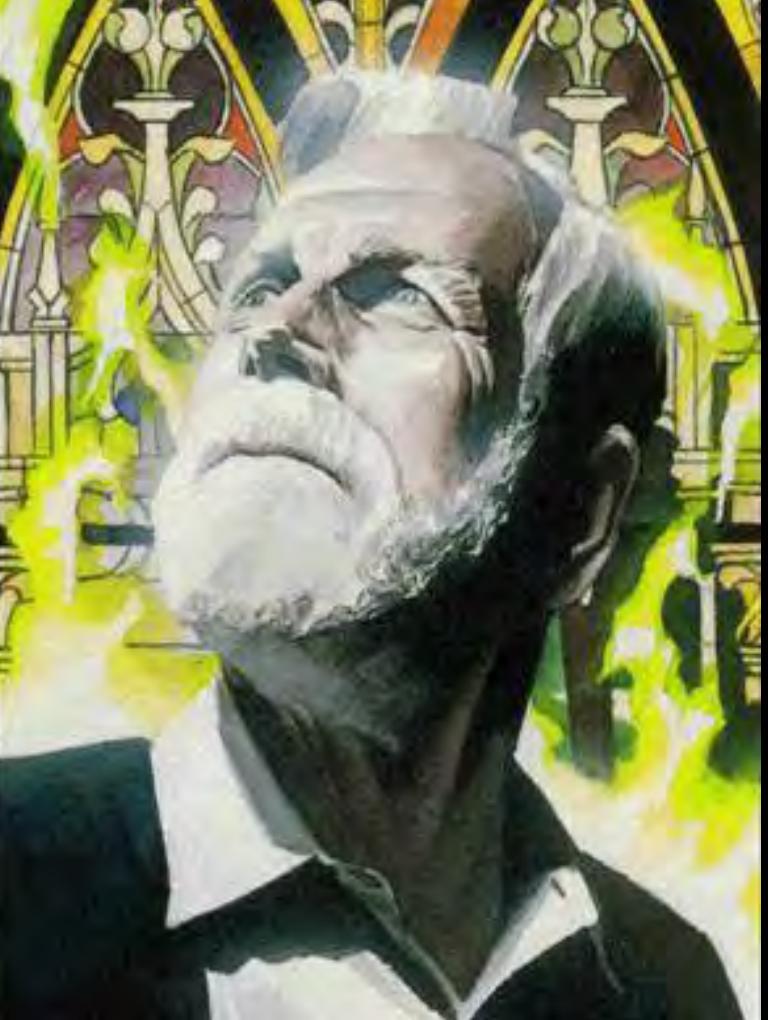
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PHONE AR STREAM



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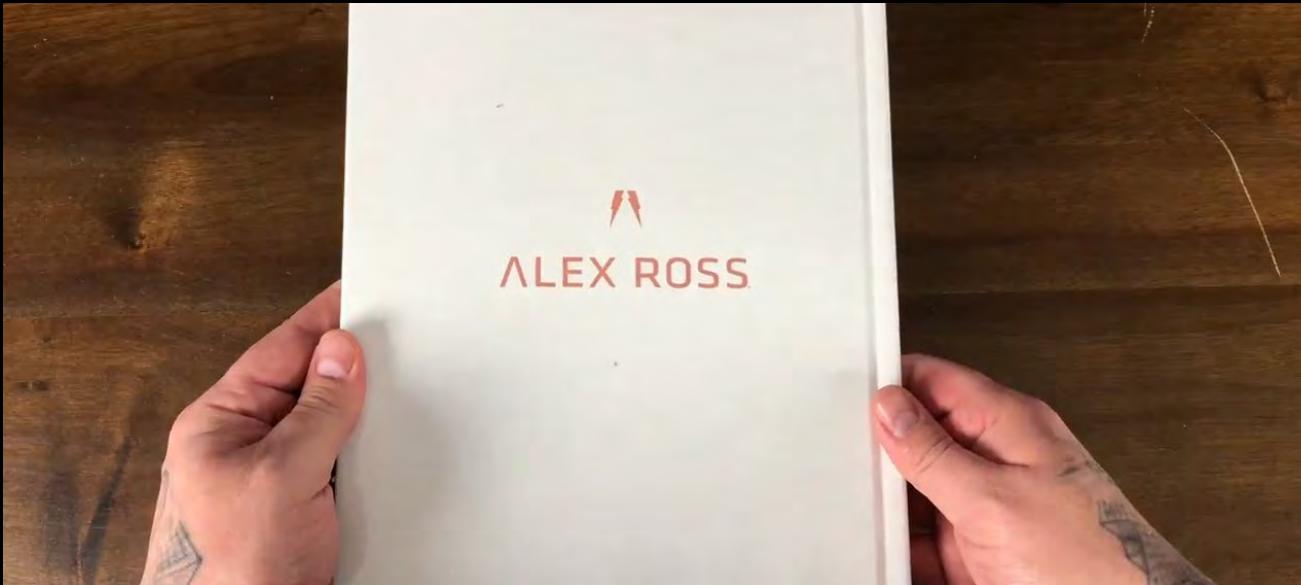
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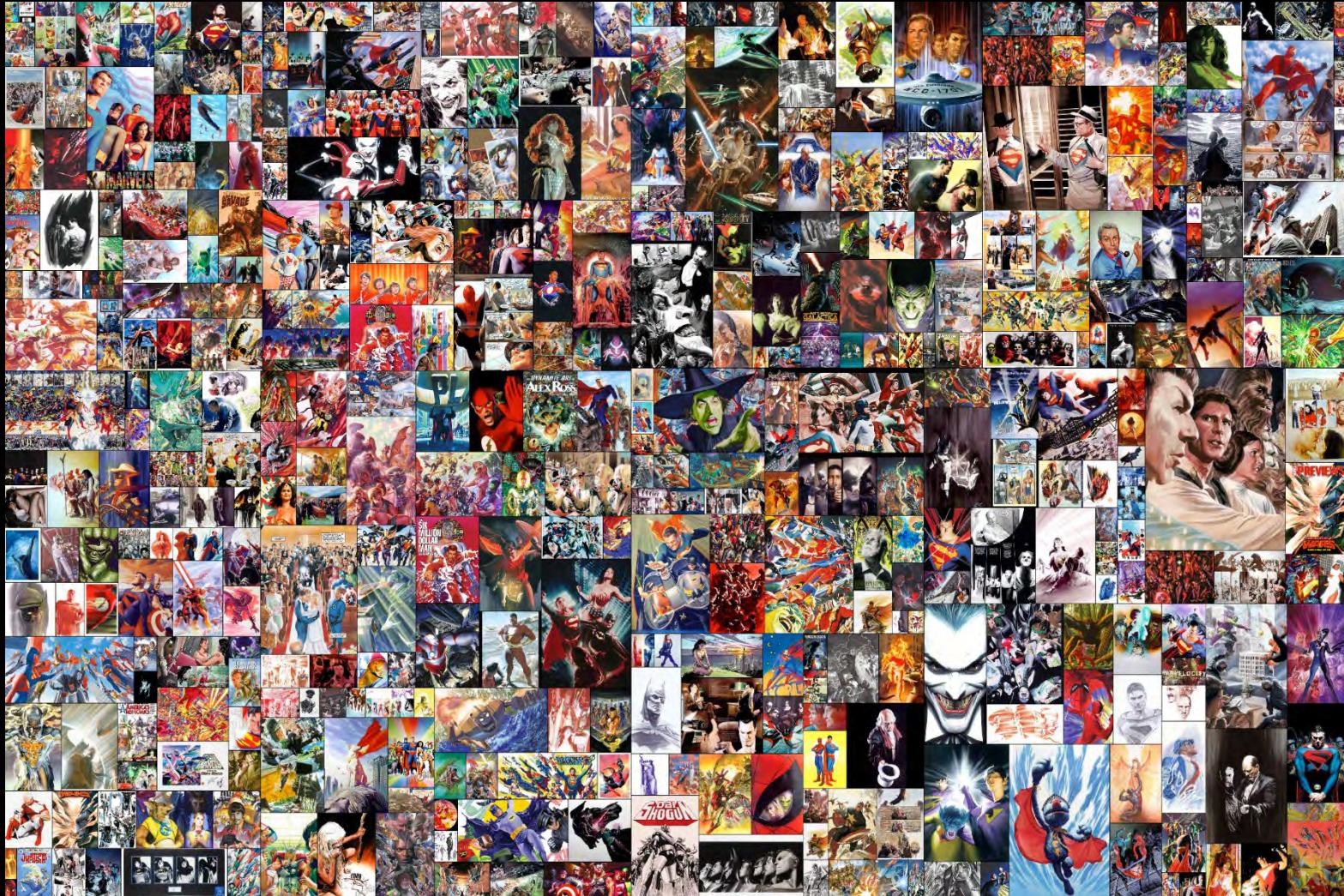


ALEX ROSS | Art of the Metaverse



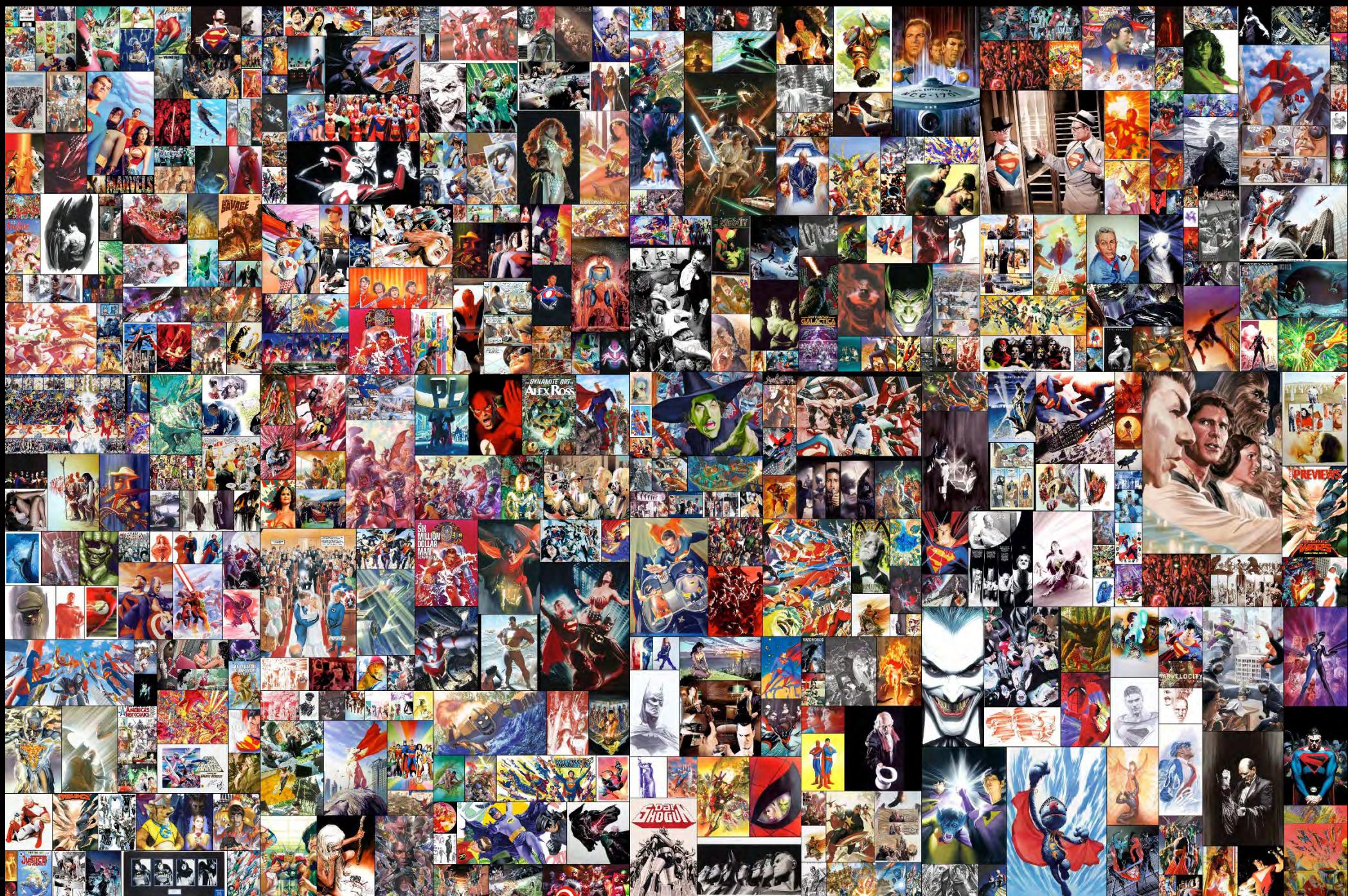
ALEX ROSS | Art of the Metaverse



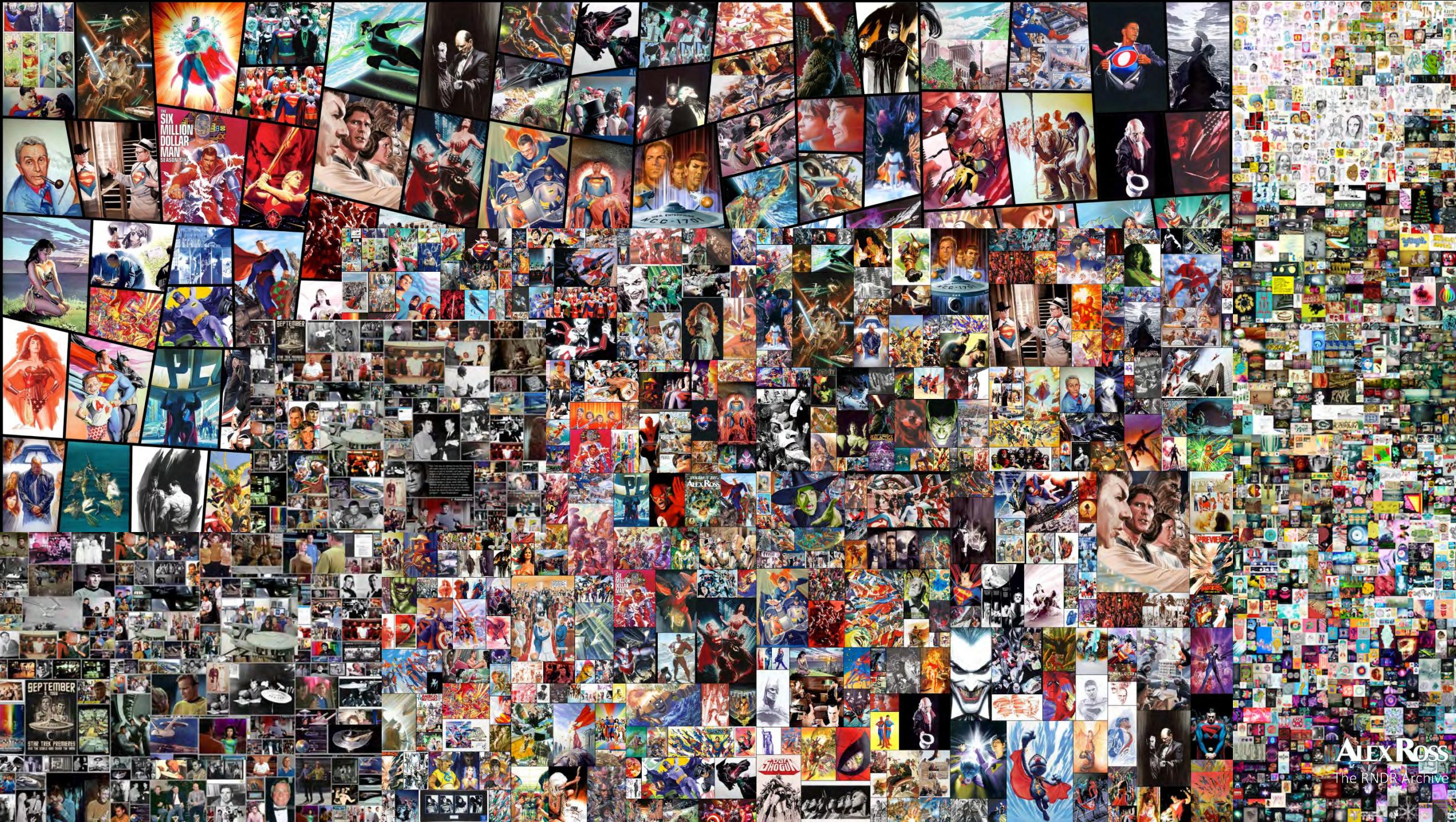


ALEX ROSS | Art of the Metaverse





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RNDR – Phase 4: NFT+AR/XR

octane render



ORBX file (Beeple – AR test)



ORBX file



Disney Model (Alex Ross)



ORBX file

Octane ORBX Enterprise –for sale by Neil F Smith (\$99)



ILM Model (John Knoll)

Why we need a truly open Metaverse...

Medium

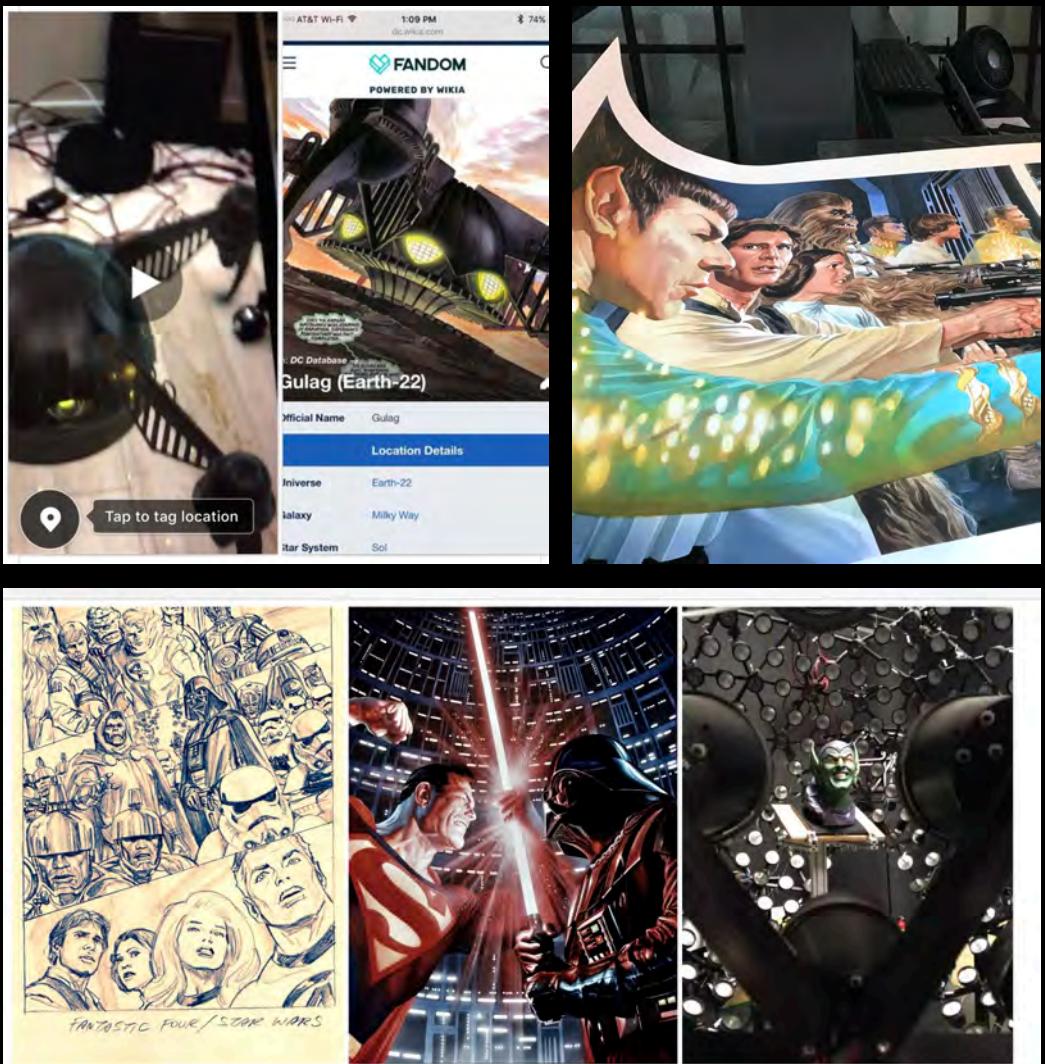
Jules Urbach [Follow](#)
Sep 28 · 5 min read

What is the Metaverse, really?



From Alex Ross' Gallery in the Metaverse

This summer, Octane user '24601' (not his actual account ID, but close enough!) was giving me feedback on the site and the Maya plug-in, and we got to talking about ORC (which was about to launch to a wider audience the following month).





ALEX ROSS UNSEEN 2020 ART BOOK







M E T A N E R S E



RNDR: Art of the Metaverse

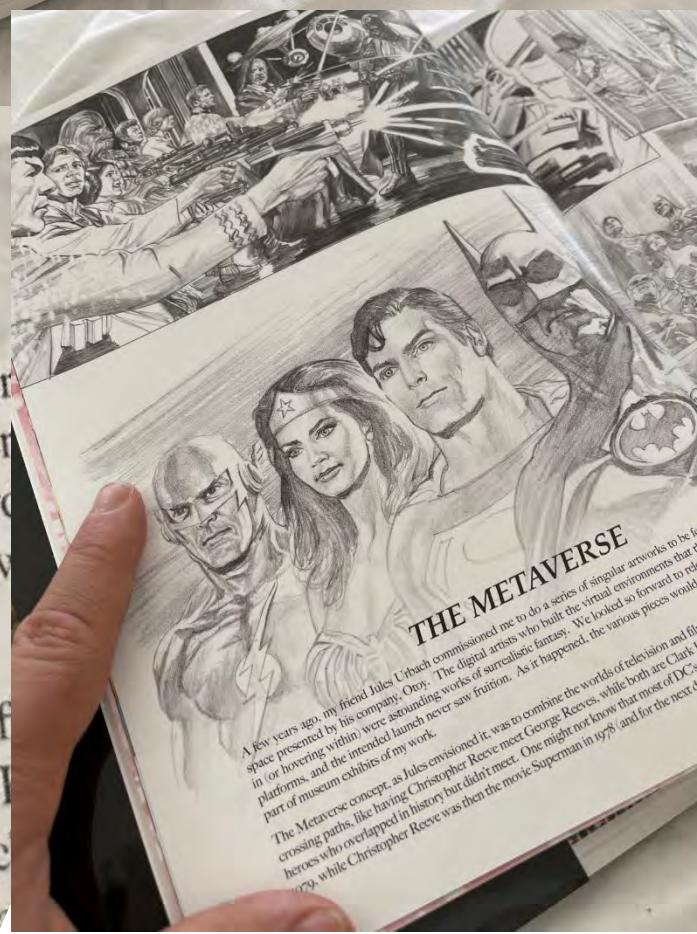




THE METAVERSE

A few years ago, my friend Jules Urbach commissioned me to do a series of singular artworks for a space presented by his company, Otoy. The digital artists who built the virtual environments we were in (or hovering within) were astounding works of surrealistic fantasy. We looked so forward to platforms, and the intended launch never saw fruition. As it happened, the various pieces will be part of museum exhibits of my work.

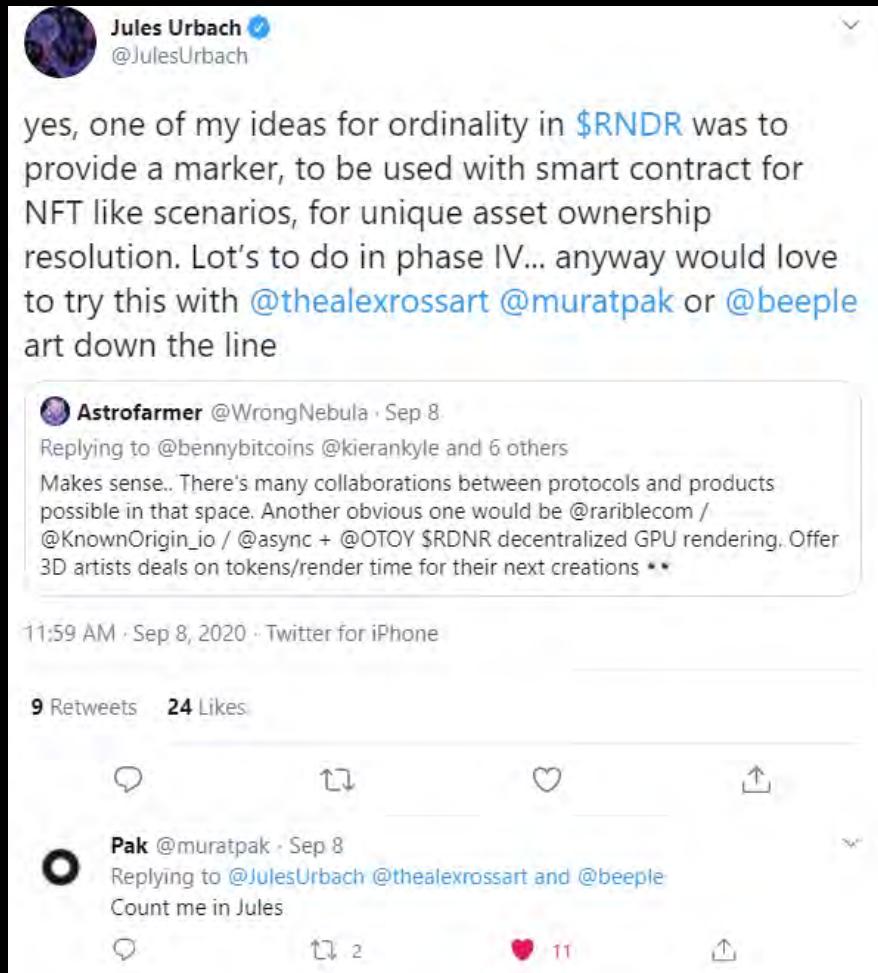
The Metaverse concept, as Jules envisioned it, was to combine the worlds of television and film in crossing paths, like having Christopher Reeve meet George Reeves, while both are Clark Kent. Heroes who overlapped in history but didn't meet. One might not know that most of DC's characters are based on real people from the 1930s (and for the next decade).





RNDR = The Metaverse Archive

octanerender



Jules Urbach  @JulesUrbach

yes, one of my ideas for ordinality in \$RNDR was to provide a marker, to be used with smart contract for NFT like scenarios, for unique asset ownership resolution. Lot's to do in phase IV... anyway would love to try this with @thealexrossart @muratpak or @beepie art down the line

Astrofarmer @WrōngNebula · Sep 8
Replying to @bennybitcoins @kierankyle and 6 others
Makes sense.. There's many collaborations between protocols and products possible in that space. Another obvious one would be @rariblecom / @KnownOrigin_io / @async + @OTDY \$RDNR decentralized GPU rendering. Offer 3D artists deals on tokens/render time for their next creations **

11:59 AM · Sep 8, 2020 · Twitter for iPhone

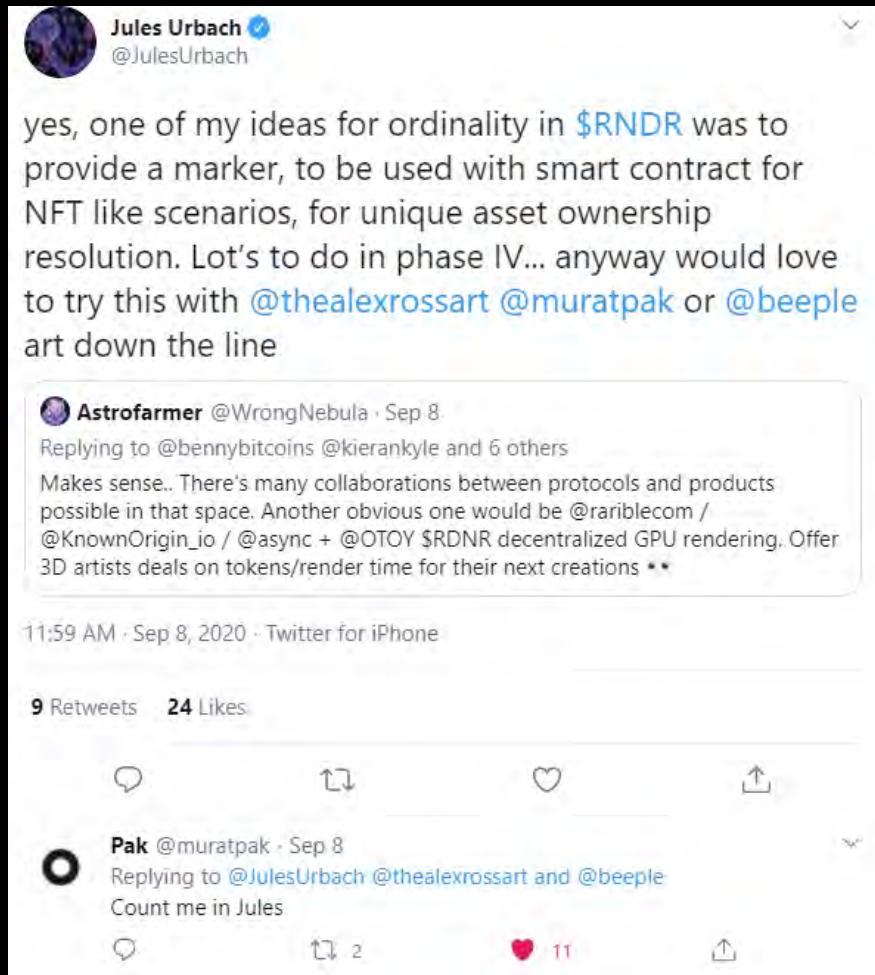
9 Retweets 24 Likes

Pak @muratpak · Sep 8
Replying to @JulesUrbach @thealexrossart and @beepie
Count me in Jules



RNDR = The Metaverse Archive

octanerender



Jules Urbach  @JulesUrbach

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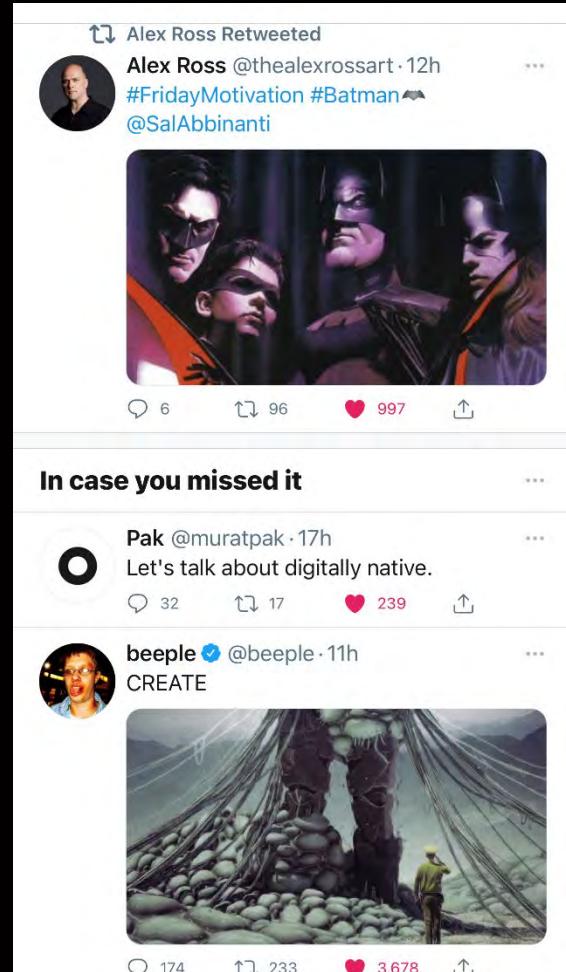
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Testing this with some friends...

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octane render

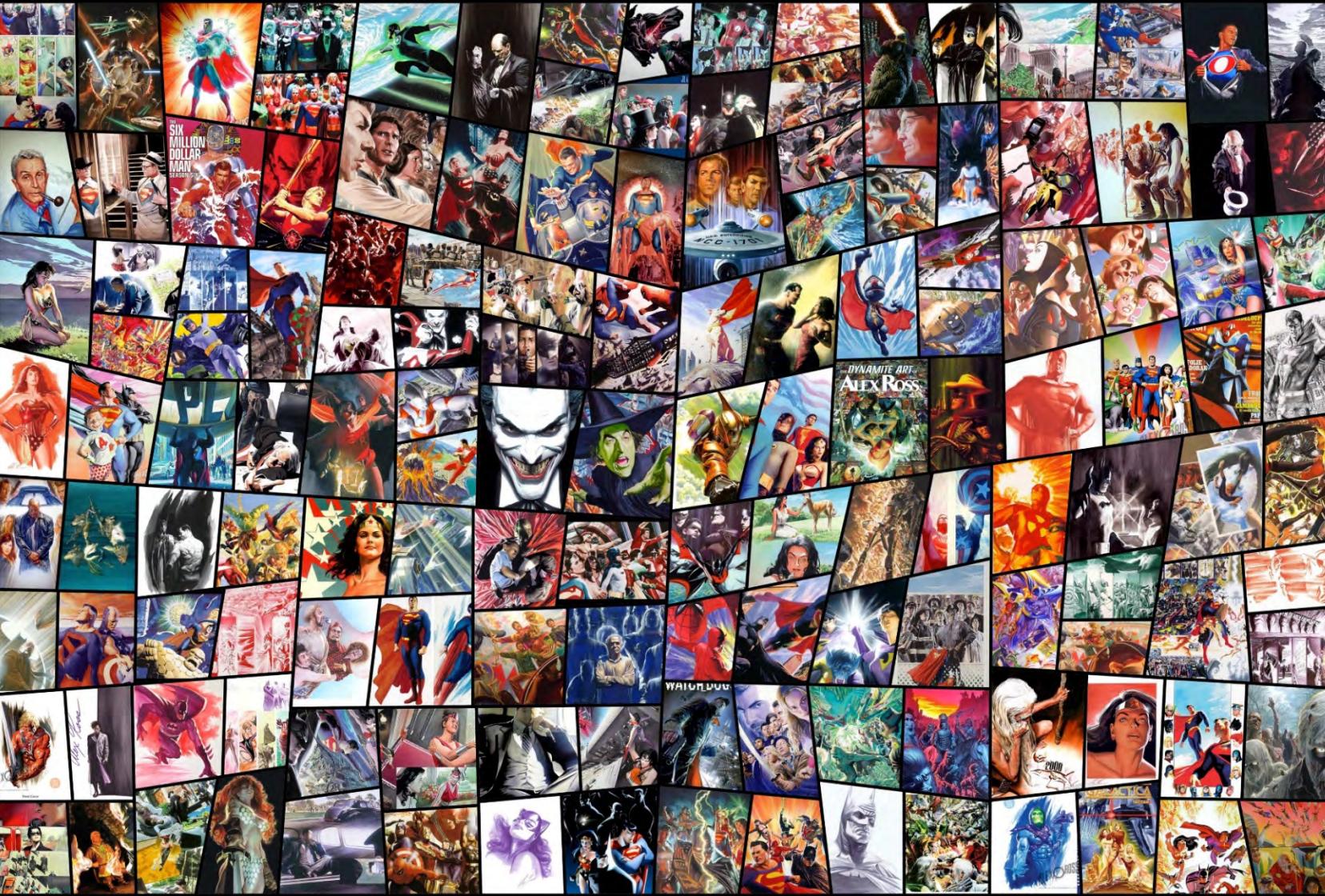


Testing this with some friends...



RNDR Archive: Alex Ross

octanerender



<https://alexross.x.io>