



Brian S. Chung & gj lee

the

triptych

game



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# About us



**Brian S. Chung**

Game Designer & Artist

Bachelor of Arts,  
Art & Art History  
Amherst College

**GJ Lee**

Game Designer & Artist

Bachelor of Fine Arts,  
Painting & Drawing  
New Jersey City University

MPS candidate,  
Interactive Telecommunications  
New York University

# Our Process



Visiting Bosch: New York, New Haven, Amherst

# The Triptych Format



Exterior of the Garden of Earthly Delights Triptych



# The Triptych Format



Interior of the Garden of Earthly Delights Triptych

# The Triptych Format



Exterior of the Garden of Earthly Delights Triptych

# The Triptych Format



Today, the triptych will never close & reopen.

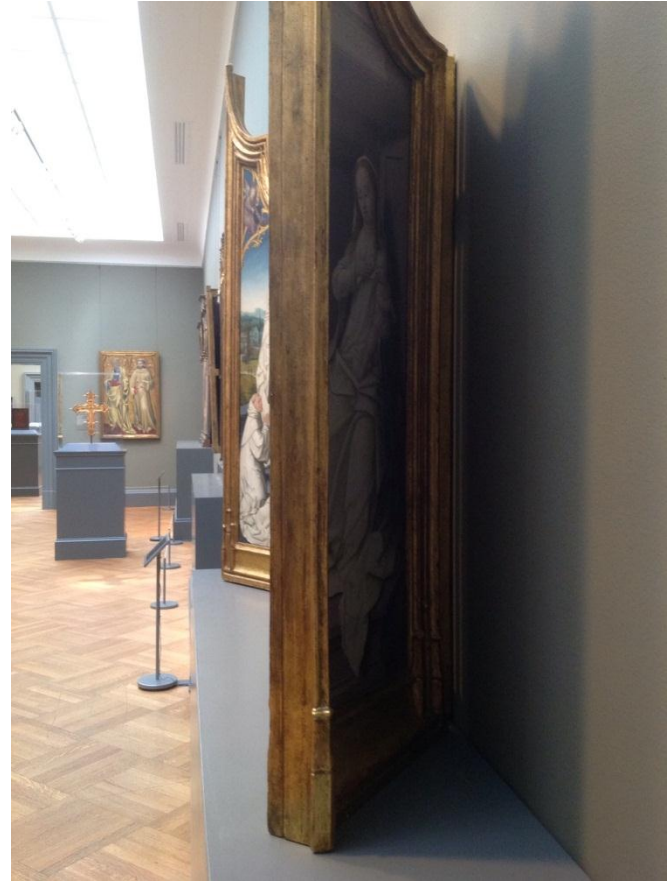
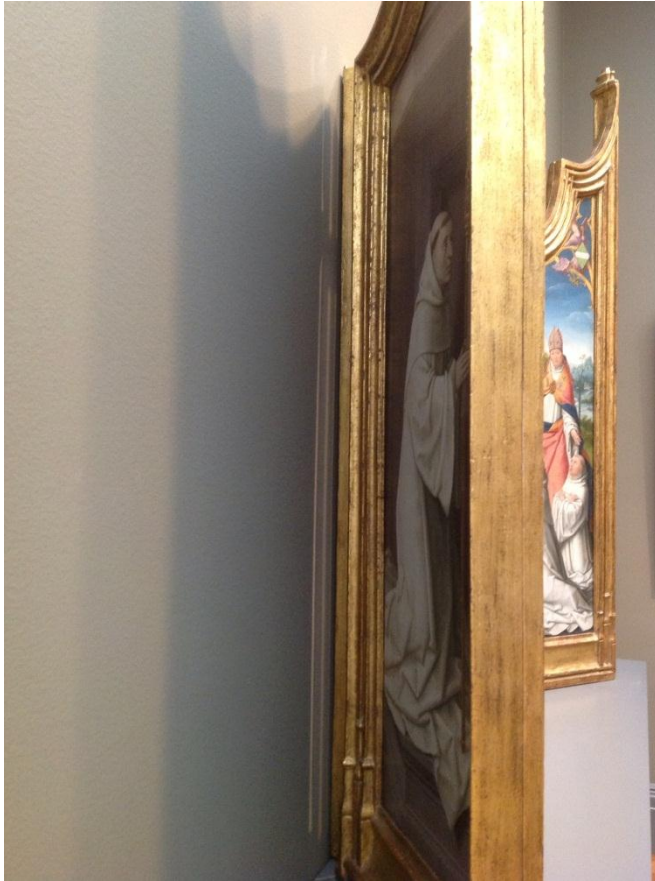


# The Triptych Format



A triptych interior on display ...

# The Triptych Format



... while the triptych exterior is virtually nonexistent.

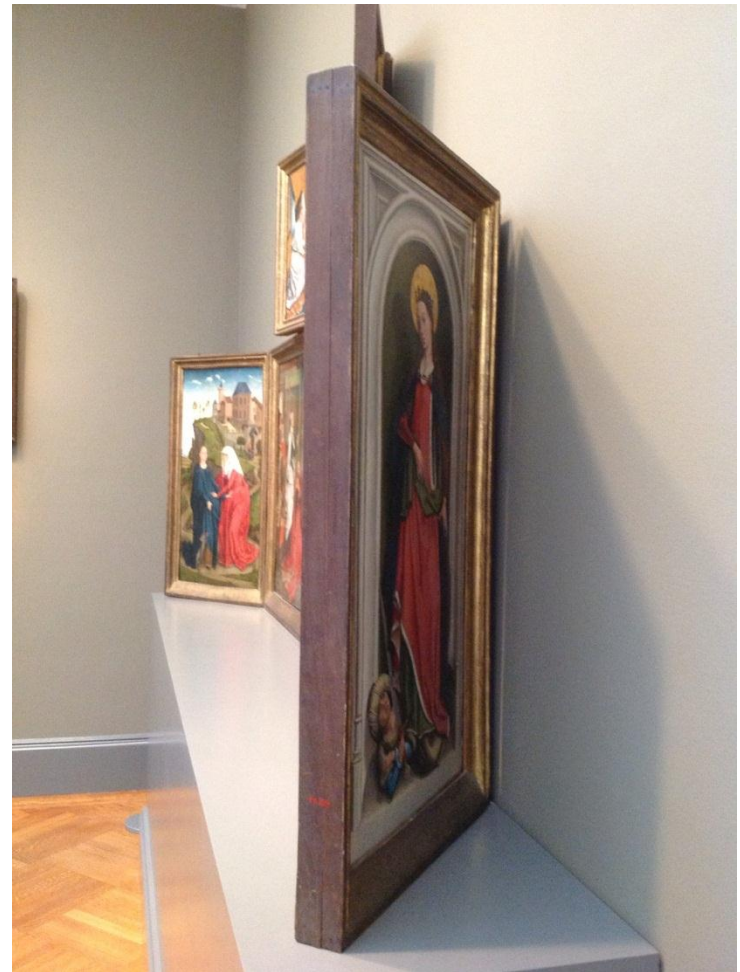
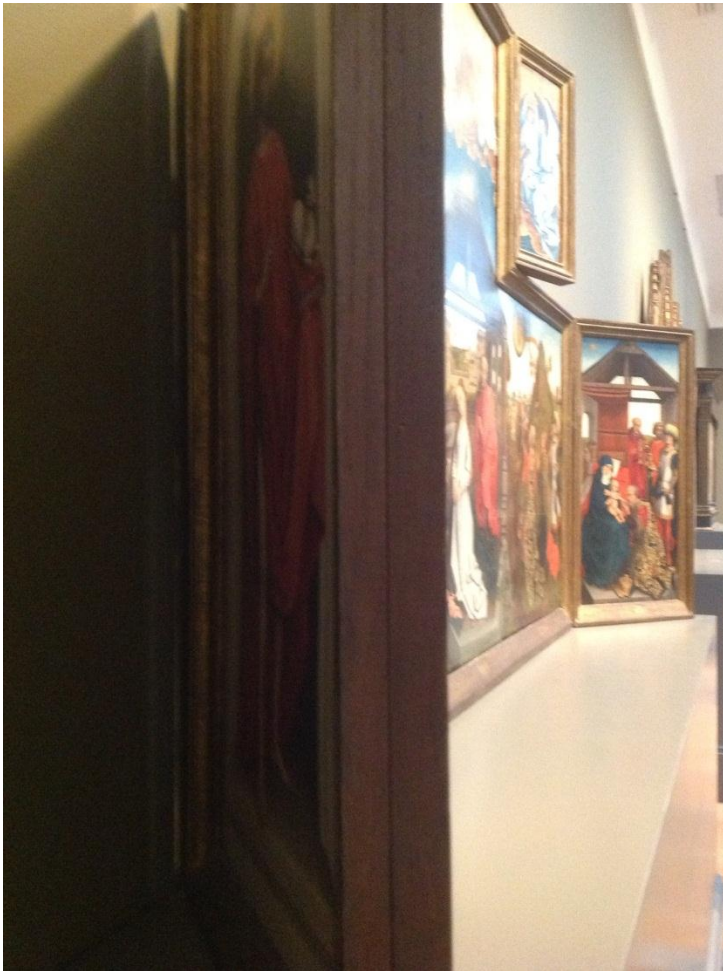
# The Triptych Format



Another triptych interior on display ...



# The Triptych Format



... while the triptych exterior is virtually nonexistent.

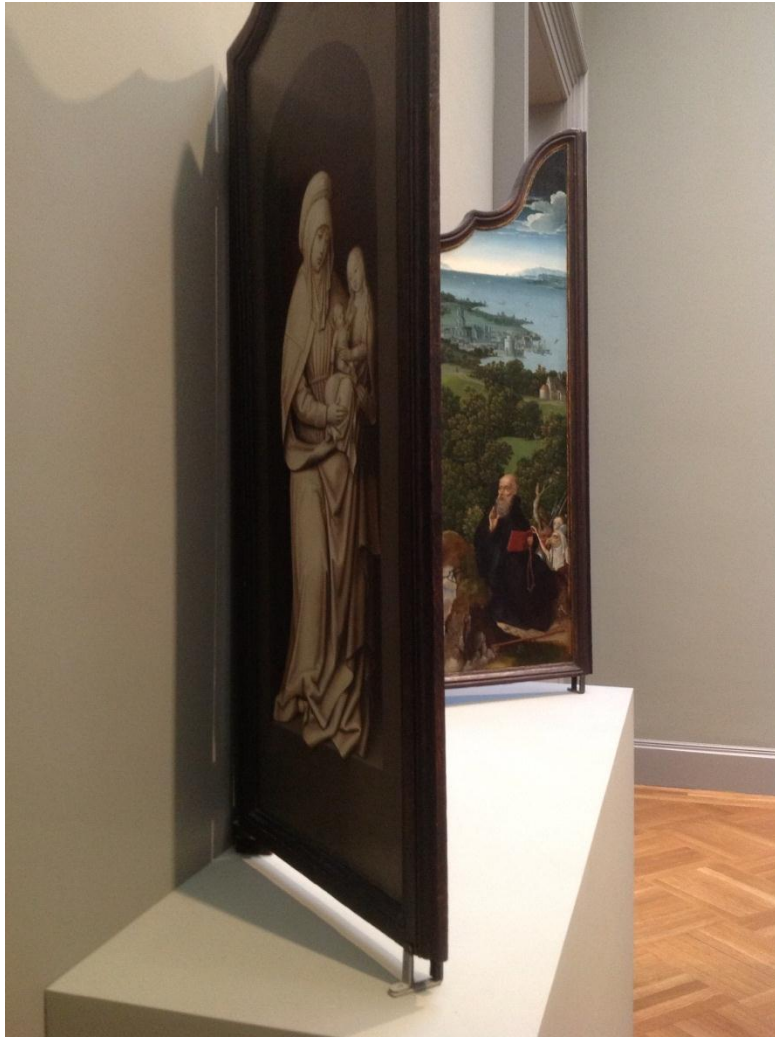
# The Triptych Format



Yet another triptych interior on display ...



# The Triptych Format



... while the triptych exterior is virtually nonexistent.

# The Triptych Format



Triptych on display; interior & exterior



# The Triptych Format



Displaying both sides is an age-old problem ...

# The Triptych Format



... and here is yet another way to handle it.



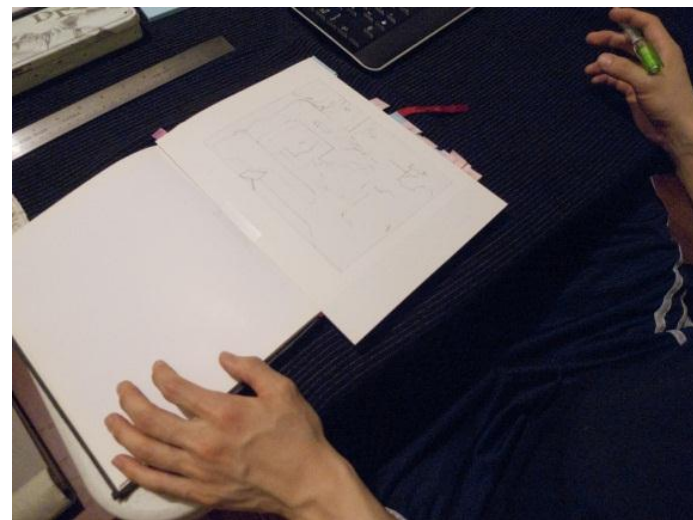
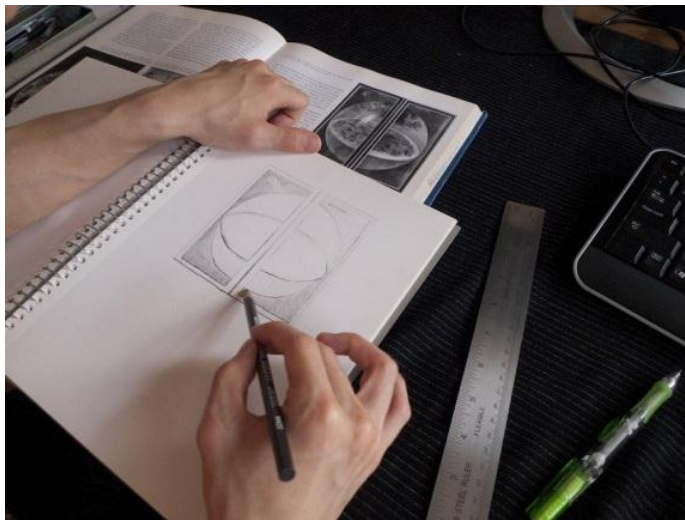
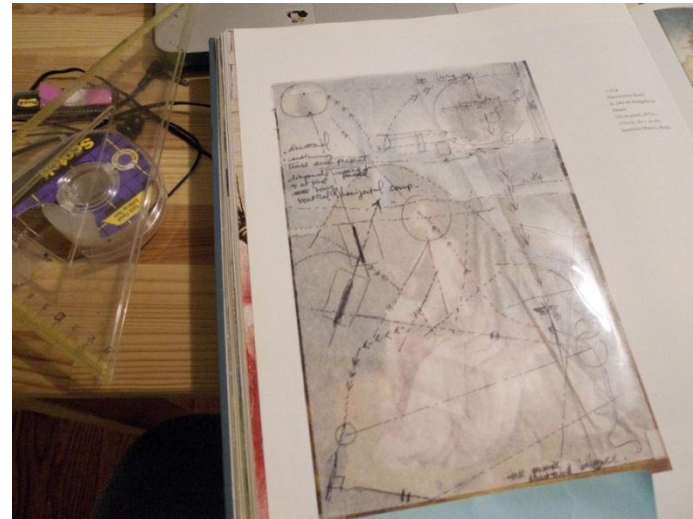
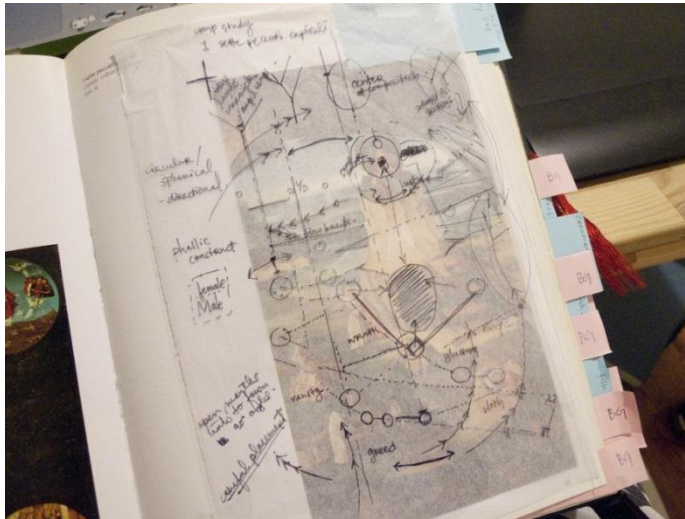
# The Triptych Format



Contemporary triptych work often avoids the issue.



# Form



Composition studies of Bosch's works

# Form



Prima Volta - Composition studies of Bosch's works



# Form



Use of perspective as narrative tool.



# Form



Size and distortion to manipulate space.

# Form



Size and distortion to manipulate space.



# Iconography

## Iconographic Catalog

### Interior, Left Panel



[Bees](#)

Flying insects closely related to wasps and ants.



[Birds](#)

Feathered, winged, bipedal, endothermic, egg-laying, vertebrate animals.



[Javelin](#)

A javelin is a light spear designed primarily to be thrown, historically as a ranged weapon, but today predominantly for sport.



[Archery](#)

Historically, archery has been used for hunting and combat, while in modern times, its main use is that of a recreational activity.



[Berry](#)

A fleshy fruit produced from a single ovary.



[Rabbits](#)

Small crepuscular mammals, most active at dawn and dusk. A group is called a colony. Rabbits have been a source of environmental problems when introduced into the wild by humans.



[Honeycomb](#)

Our game features a catalog of icons

# Iconography



[Coins](#)

Coins are pieces of hard material used primarily as a medium of exchange or legal tender.



## Interior, Center Panel



[Sky](#)

Also known as the celestial dome.



[Sun](#)

The star at the center of the Solar System. It is almost perfectly spherical and consists of hot plasma interwoven with magnetic fields.



[Polo](#)

A team sport played on horseback in which the objective is to score goals against an opposing team.



[Coursing](#)

The pursuit of game or other animals by dogs



[Bear-baiting](#)

A blood sport involving the worrying or tormenting (baiting) of bears.

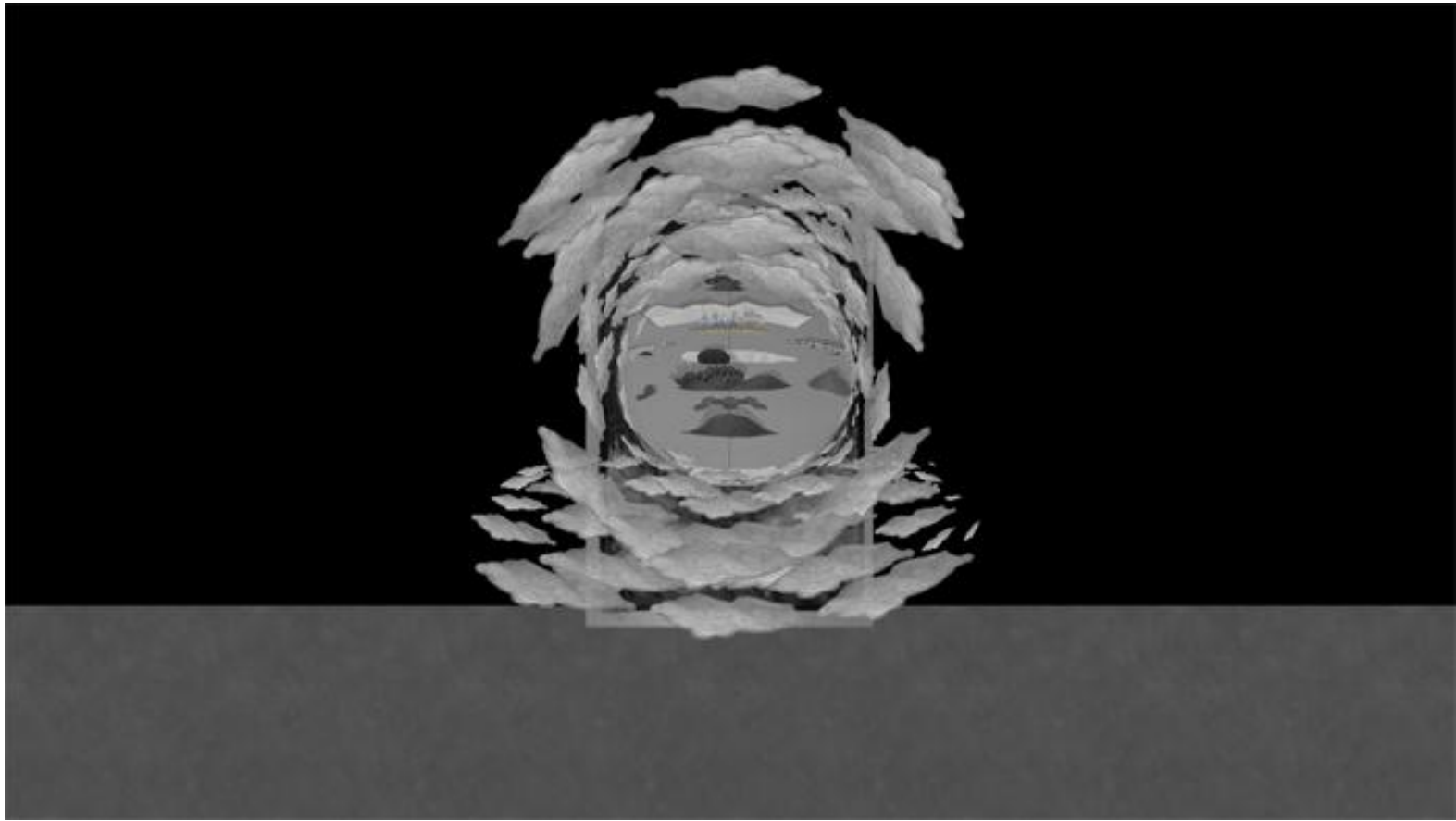


[Hive](#)

An enclosed structure in which some honey bee species live and raise their young.

Our game features a catalog of icons

# The Triptych Game



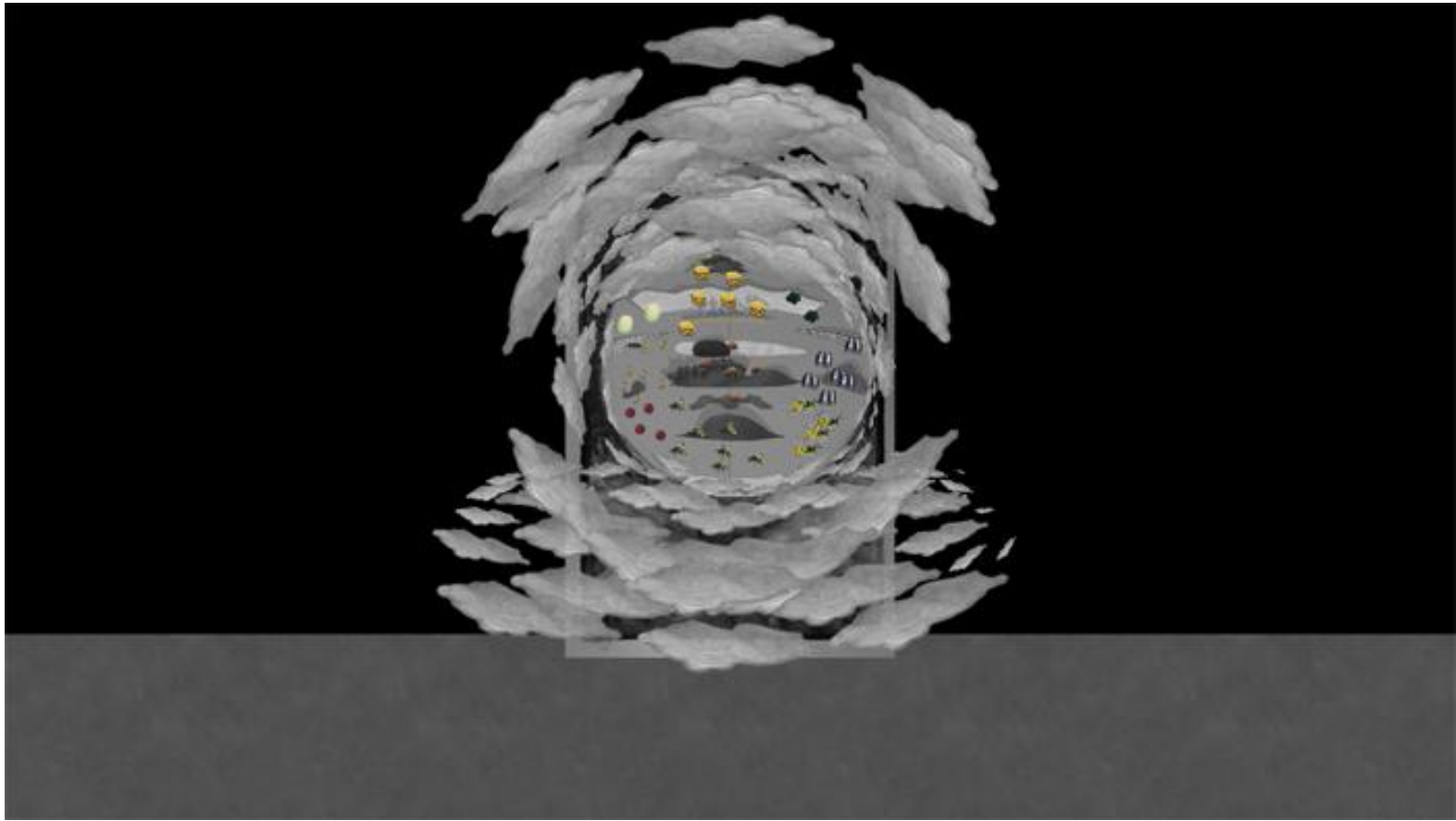
Exterior of the triptych

# The Triptych Game



Interior of the triptych

# The Triptych Game



Exterior of the triptych

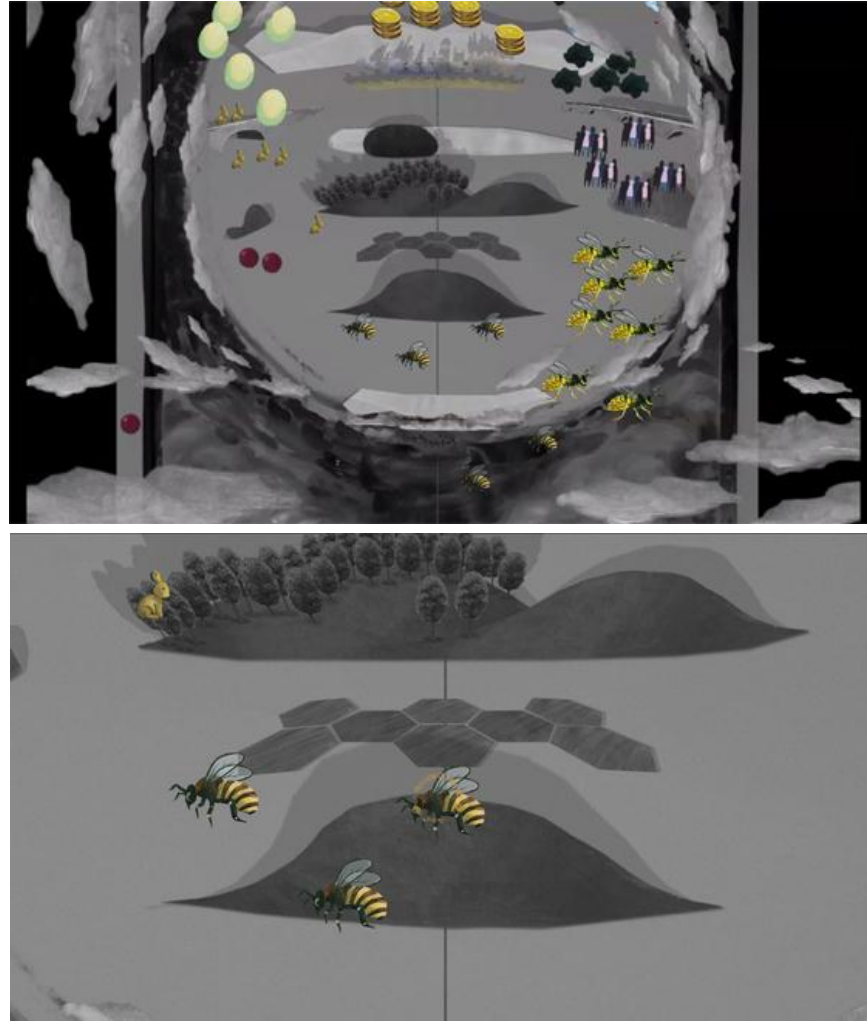


# The Triptych Game



Interior of the triptych

# The Triptych Game



Exterior of the triptych

**“God became man  
so that man might  
become god.”**

- Saint Augustine of Hippo



# The Hand of God



Sleeping dogs

# The Hand of God



Left panel ("Birth") and center panel ("Growth")

# The Hand of God



Woman & berry

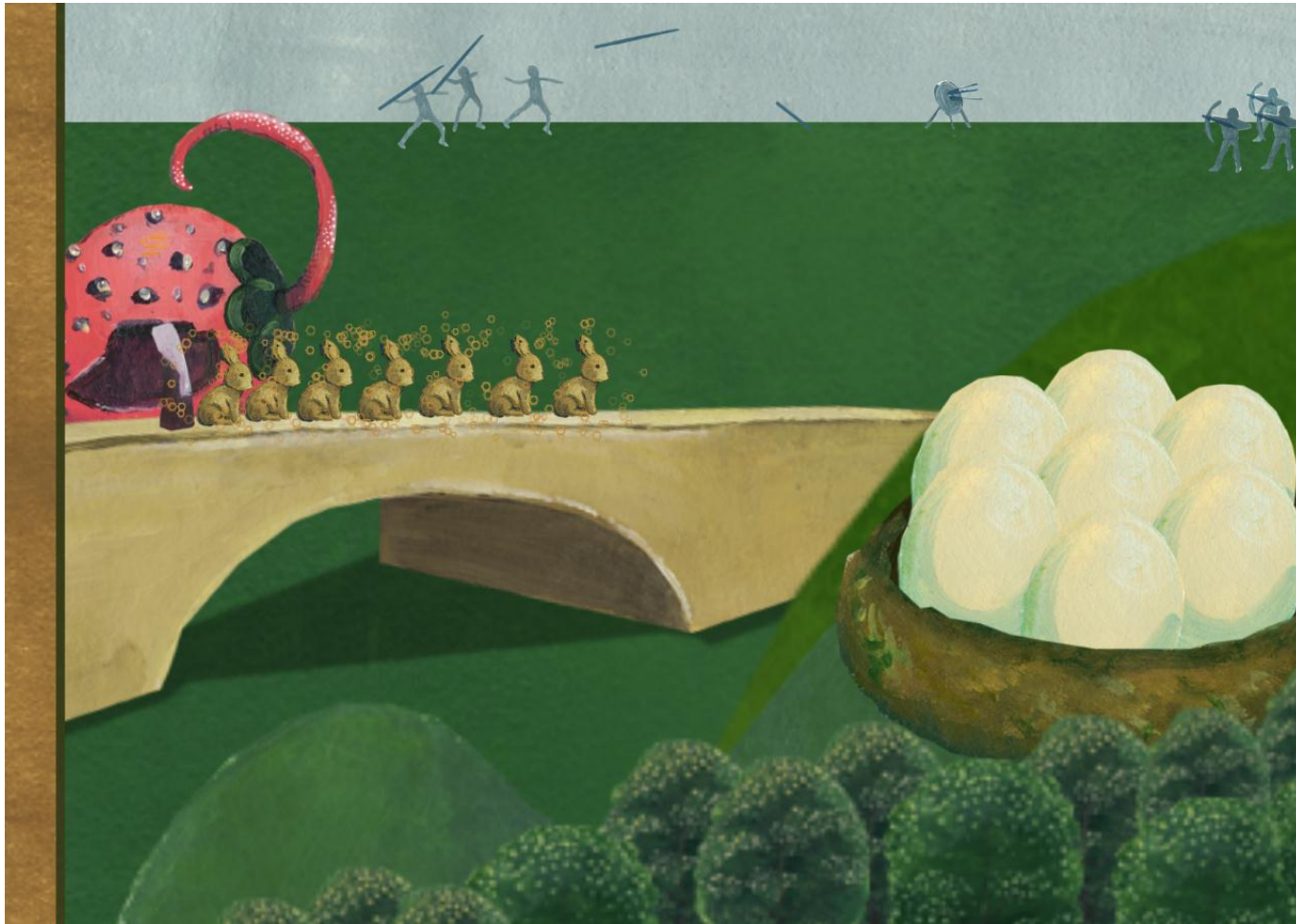


# The Hand of God



Rabbits

# The Hand of God



Rabbits

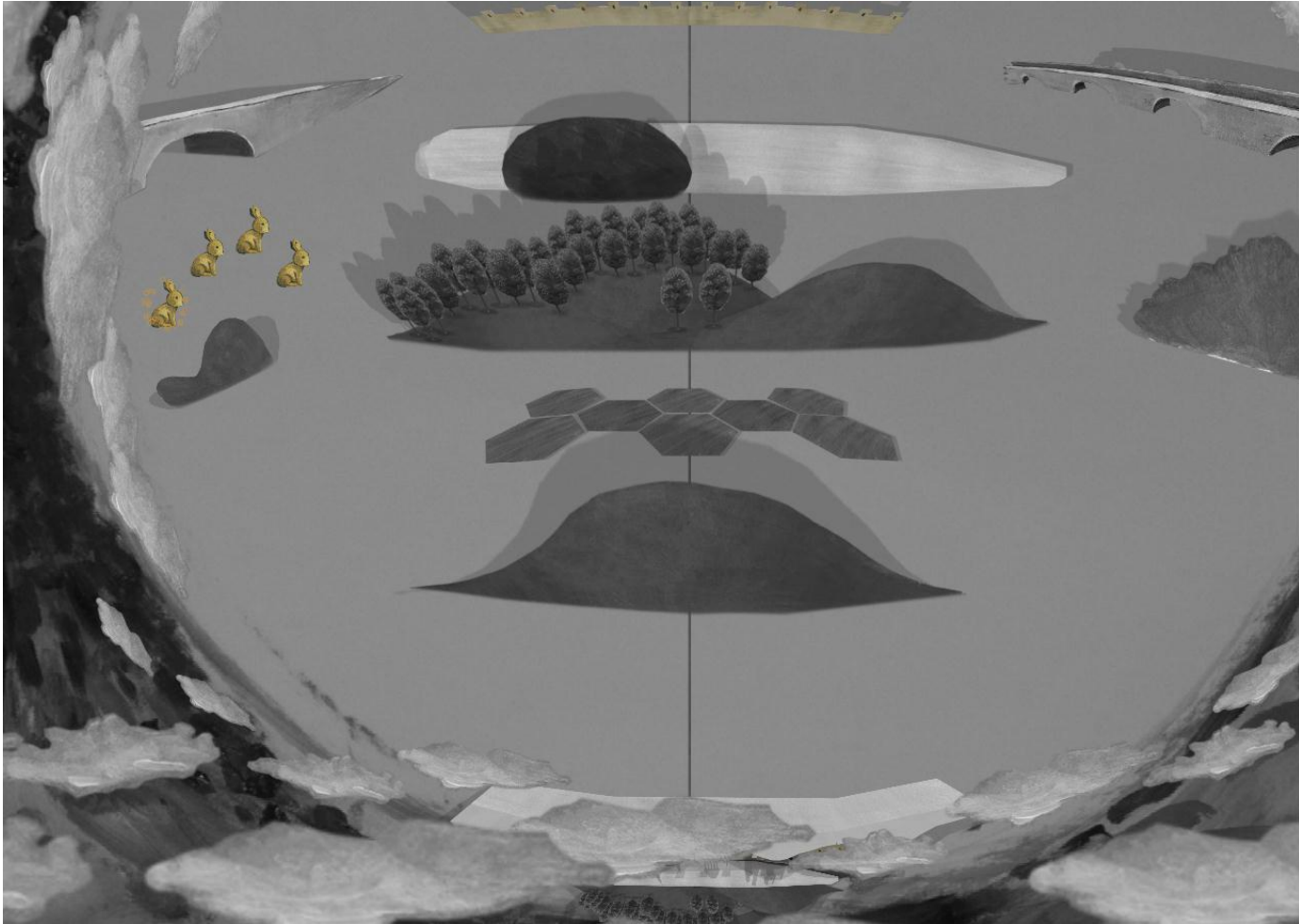
# The Hand of God



Left panel ("Birth") and center panel ("Growth")



# The Hand of God



Dropping Rabbits on the Exterior ("The Pollution")

# The Hand of God



Colonies of rabbits in the left panel

# The Hand of God



Sleeping dogs have become coursing dogs.



# At the Mercy of Time



Early each morning, the bird's nest is unattended.

# At the Mercy of Time



When the bird returns, no chance of stealing eggs.



# At the Mercy of Time

Death



Judgment



Hell



Glory





# At the Mercy of Time

**June 21**

**Summer** (Death)

Left - "Birth"

Center - "Growth"

Right - "Death"

Exterior - "The Pollution"

**Sept. 22**

**Autumn** (Judgment)

Left - "Harvest"

Center - "Feast & Famine"

Right - "Judgment"

Exterior - "The Fall"

**Dec. 21**

**Winter** (Hell)

Left - "Innocence"

Center - "Hibernation"

Right - "Hell"

Exterior - "The Sterilization"

**March 20**

**Spring** (Glory)

Left - "Disgrace"

Center - "Awakening"

Right - "Glory"

Exterior - "The Reanimation"

# At the Mercy of Time



Sneak peek: Fragments of "Autumn (Judgment)"

# At the Mercy of Time



Preview of Autumn: fragment of "Harvest"



# At the Mercy of Time



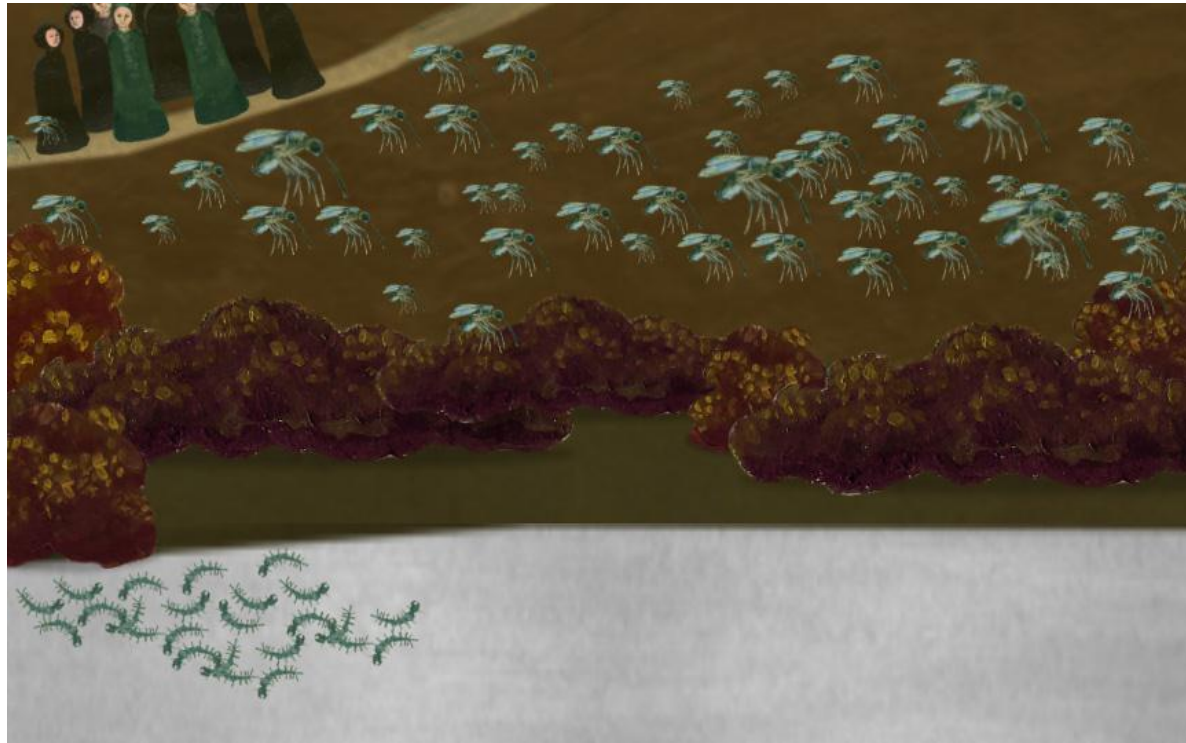
Preview of Autumn: detail of fragment of "Harvest"

# At the Mercy of Time



Preview of Autumn: detail of fragment of "Harvest"

# At the Mercy of Time



Preview of Autumn: detail of fragment of "Judgment"



# At the Mercy of Time



Preview of Autumn: detail of fragment of "Judgment"

# At the Mercy of Time

## **Alpha**

August 2013 – October 2013

## **Beta**

November 2013 – December 2015

## **Gold**

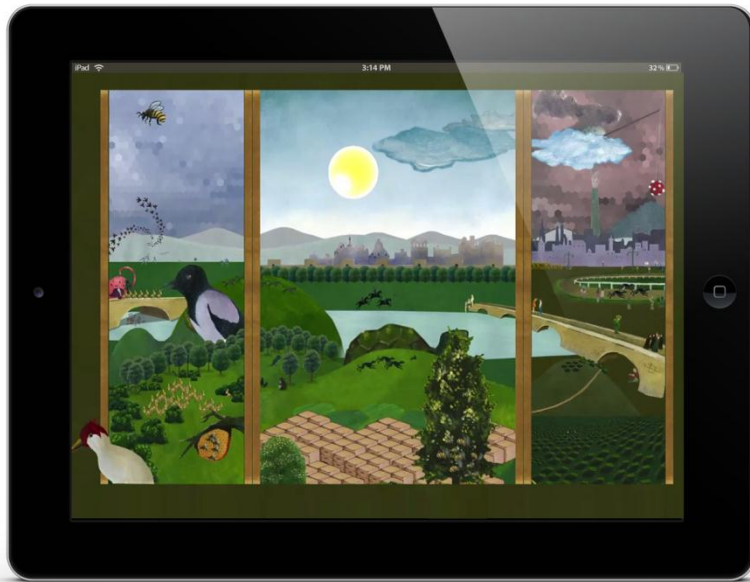
January 2016 – January 2516

The Triptych Game – Runtime Schedule

500



# The Scale of Installation



Mobile display.

# The Scale of Installation



Large screen display.

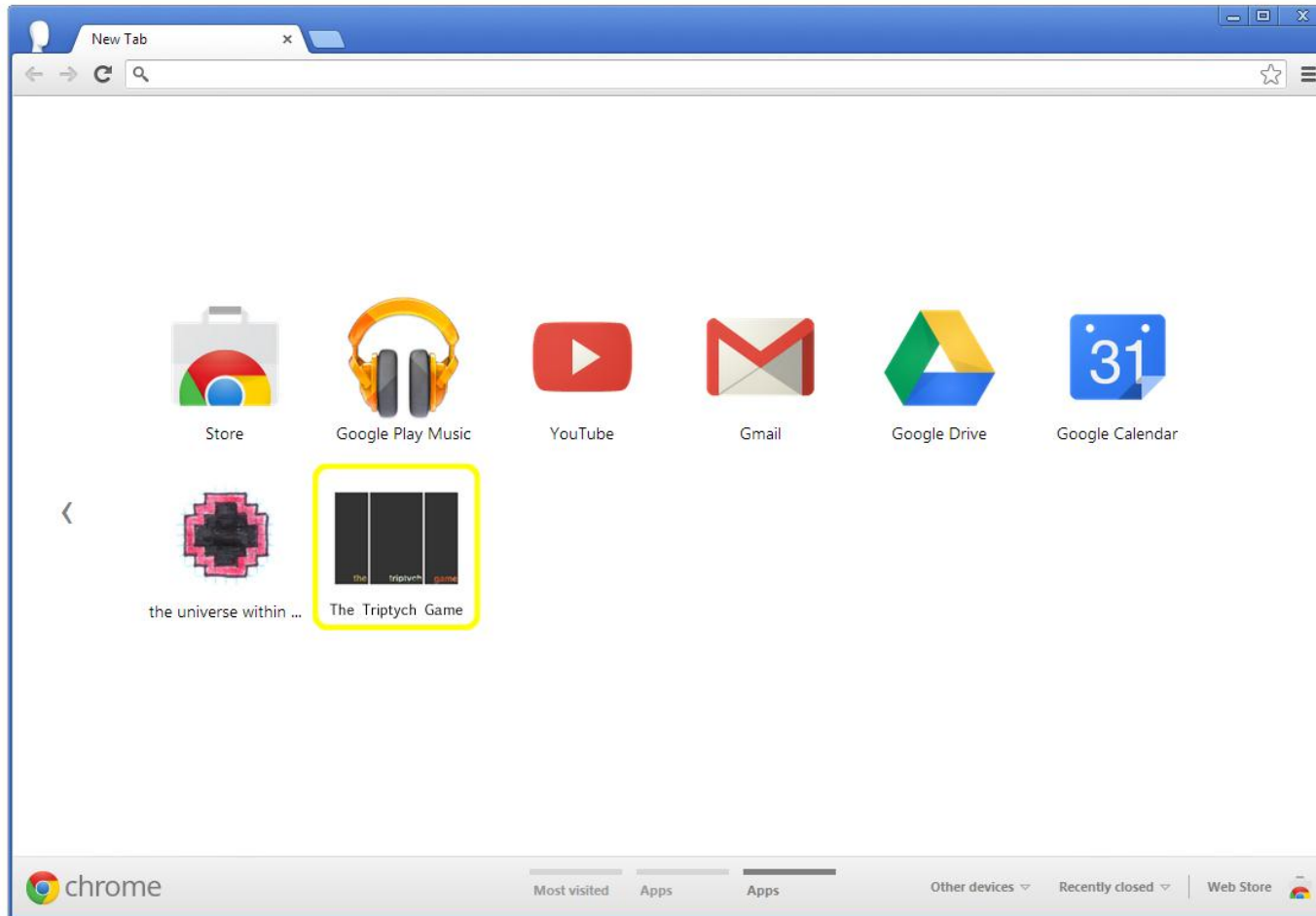
# The Scale of Installation



Large projection display.



# the triptych game



To be released as a Chrome Web Store app shortly.

# the triptych game

Follow any updates at

<http://brianandgj.tumblr.com/tagged/boschartgame>

Visit the alpha build of the game at

<http://bit.ly/thetriptychgame>

# the triptych game

Special thanks to:

Joel M. Upton, Art Historian

Miloslava Waldman, Mead Art Museum

Midori Yoshimoto, NJCU Galleries

Herbert Rosenberg, NJCU

JB500 Foundation



# the triptych game

Thank you!