



**HOLD YOUR BREATH**

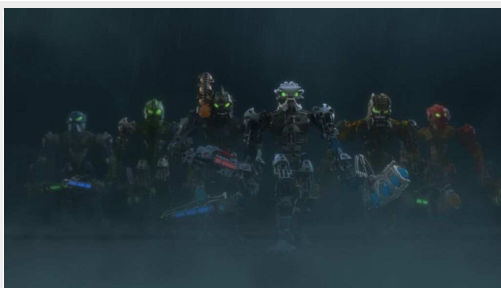
***BARRAKI***

[WWW.BIONICLE.COM](http://WWW.BIONICLE.COM)



### Welcome

The Barraki is on the loose, and so is Bionicle news. Here you will be able to read all the top stories from the Bionicle Barraki Intranet.



### History has been written

The new Bionicle team will be a part of the future production history. The Inika production is to be found in the 3D world Magazine Issue 84. Congratulations to all, and well done☺



### R & D

R & D is an important part of the project. Dan and Jepser are testing different types of surfaces to achieve the look Faber wants, and still be able to render the highly detailed deep sea rocks and, a 1 million polygon character in the same scene. The picture is a frame from the model/texture test Dan has done for the Worm hole.



### Modelling and texturing

Jesper have started the modeling for the temple, and Dan is working on the bone cave. One of the big challenges is to achieve the highly detailed deep see rocks.



### Go high-rez

You can donload high rez pictures, and test animation by copy this link to you browser.

<http://fileticket.ghost.dk/down.php?id=30e0900cb4d37a8158dcc81161934655>