meta arch

metaphysical architecture

In the year 3042, the Metaverse is the sole reason for living, and gives life to an otherwise breathless and undesirable physicality, and Architecture has proven to reign supreme as the ideal art form. Now no longer bound by the rules of gravity, physics or universal ethics, Architecture can now be truly utilised to its full potential, for and by everybody.

First, some history. Metarch (Metaphysical Architecture) is the successor of Net-Arch (Network Architecture), which started initially back on Web2.0. It was the pioneer of the systems that laid the foundations for our systems today (web1.0 and web42 concurrently) and paved the way for the making of virtual space. The style of Netarch is very classical and archaic by todays standards, but was a testament to the ingrained patterns of thought that came with 'buildings' 'structures and, as we now know it - space.
Designs often were bound to 3D or even 2D, and always took into consideration the principles of physicality like Gravity, structural integrity and materials engineering.

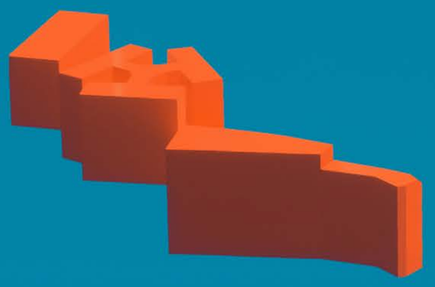
google (now Go) was one of the first to start scanning in the Earth.

The new and emerging style, often (wrongly) likened to the brutal2.0 movement of the 2770s, is a pioneering cultural shift, moving awareness away from the ego-driven exterior of a building, like facades and size, and now focuses on the interior. With the full spectrum of technology in the hands of designers and residents alike, the old boundaries like windows, doors, floor space and ventilation are no longer even a consideration unless one wants to reminisce over the past when physical bodies were used to access space.

The telltale signs of a Metarch building are in its design, obviously. Firstly, there are no 'traditional' elements anywhere to be seen. Not only is it a change of direction, but instead a complete antithesis of traditional, classical architecture technique is the core mindset of Metarch designers - they don't want to reuse or recycle, they are exploring what a space can be on it's deepest level.

With the advent of new m2m (mind-to-mind) communication techniques, things like signs, visual ques and even auditory stimulation is becoming a thing of the past, and with the help of 'e' - we are constantly getting closer to a glorious, unified existence. This means that these elements, while still there, are much less prevalent in Architecture today than in previous eras.

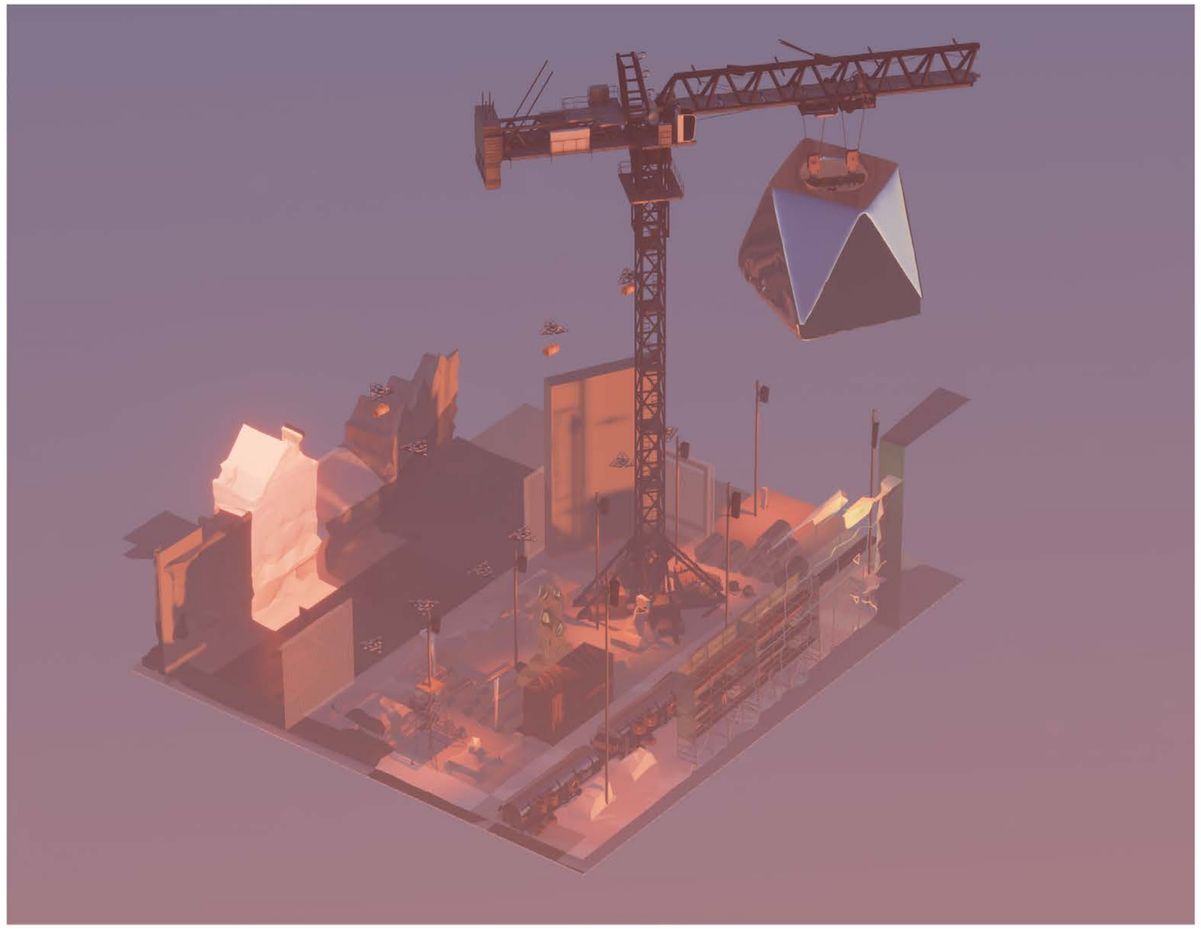
This is why the shift has moved away from the exterior, the simple fact is that people just don't walk past them like they used to - literally, no-one walks. When you want to enter a Metarch building, you input the blocks, or the co-ords, and you're instantly inside. Today, it's not only a statement to have nothing on the outside of your space, it's a technical requirement.
Since the year 3000, the de-cent (Decentralised Centralised) government has issued a Verse-wide polygon limit to reduce the strain on the meta-environment. Performance issues have slowly been creeping up on us, and we are all starting to feel it. Bugs, glitches and framerate drop reports are constantly rising, and the urge from the admins say that reducing your mesh count and optimising your polys is the best place to start. Apart from asset culling, which is another thing Metaarch embraces, there isn't much more we can do at this stage - unless you can get to ask 'e' yourself.
Asset culling, often likened to 'minimalism' in the classical sense, is the act of purposefully reducing the amount of assets one holds. It was once thought that the larger ones' library, the wealthier and more powerful one was in meta-society. Now, it's fashionable to go against this dogma and attempt to curate ones NFTs, assets and polys to a library of modest, evo-friendly size. Metarch encourages this by often having very few art-zones and horizontal planes to display assets, and instead showcases winding, sloping and evolving surfaces that act as the art itself.



Metarch is set to take over the biggest hubs and spaces in the Metaverse, and while there are still people living in the scanned fragments of the classical world, there is only one question to ask - if Metarch is embracing the direction of a unifying existence, does that mean someone with a Metarch house, culled assets, and simplified virtual existence is more likely to get Picked than someone who still owns over 256 Monkey NFT heads?

Be kind to your Cyberspace, choose Metarch and have your chance at getting Picked(e).

FITZALAN.3042



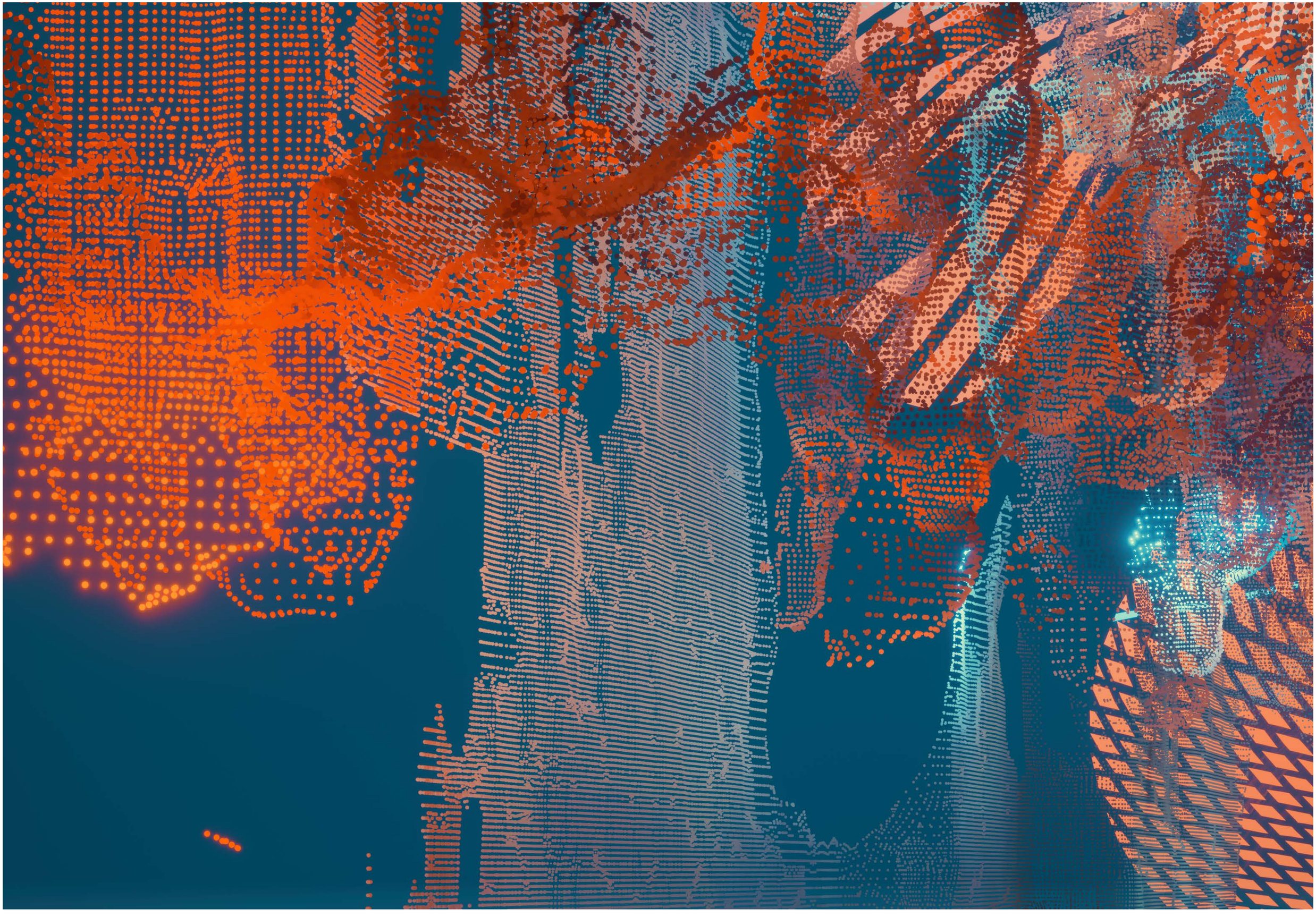
In the year 3042, Fitzalan square has returned to it's transport roots, becoming the main transport hub on it's side of the mag-rail tracks. Cranes are constantly utilised and now control themselves, with the help of sentitent 'driver modules' used in all construction and technology fields today.
Ai work in synthesis with worker-bots to create a synergy so efficient, that returning back to using manual Human labour would result in a 337% decrease in the amount of skyscraper projects in Sheffield alone.

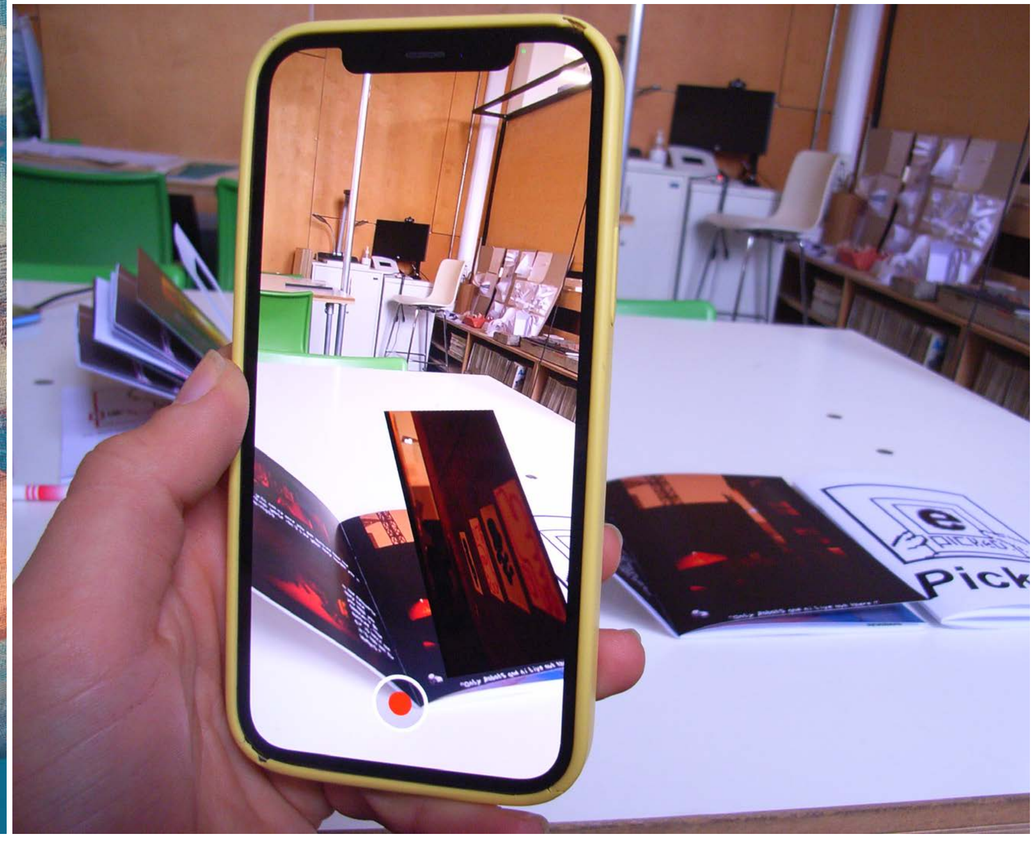
Squares like Fitzalan exist all across the globesphere, and we can thank their efficiency and extreme low-maintainance for allowing Humans to live a peaceful life in our paradisiacal Metaverse.

3042
Project: "D"

SAV KES

DANGER
HIGH VOLTAGE
KEEP OUT



WATCH VIDEO.....

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