



Living heritage.
Other futures.

A cultural science-fiction game
and transmedia world.

IN DEVELOPMENT

Chapter One · 30-minute demo
Target: December 2027.

A WORLD UNFOLDING SINCE 2013

A mother. A son. *A race to the skies.*

In an alternate South India, circa 1900, a dancer and her son race the Empire to ancient flying machines hidden in the shrines of the south.

The machines respond to knowledge carried in bodies: a rhythm, a gesture, a dream. Jeymi and Ramanujan must find what the Empire cannot command.

EXPLORE & EVADE

A living temple town and two complementary protagonists.

LISTEN & AWAKEN

Musical patterns and dance-inspired puzzles.

DREAM OF FLIGHT

Craft, science and imagination, woven into one world.



PC / Unreal Engine / Narrative adventure
Intended gameplay. No playable release is available yet.

Beyond the screen.



THE OPERA

Bharatanatyam, live electro-classical music and projected worlds. Open to booking and new presentation conversations.



THE MUSIC

Carnatic traditions meet electronic composition. Recordings and live encounters by Murthovic and collaborators.



THE GRAPHIC NOVEL

Illustrated storytelling in development. Open to publishing and co-production conversations.

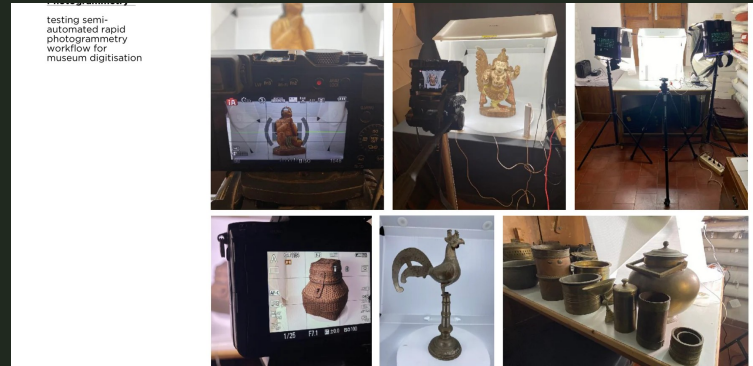
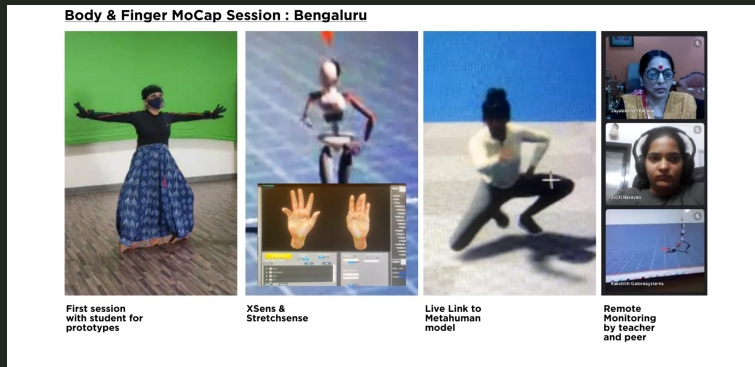


THE LIVING ARCHIVE

Dance capture, museum research and digital craft. A basis for commissions, installations and artistic research.

Heritage is a living practice.

CraftPunk: science fiction shaped by the skills of artisans, dancers and musicians.



Movement becomes possibility.

Body and finger capture explores how gesture and dance can inform characters and interaction.

Collections become encounters.

Field documentation, museum research and photogrammetry open new possibilities for cultural material.

Craft becomes a world.

Architecture, objects and materials inform digital environments and experiments in Unreal Engine.

Epic MegaGrants-supported research and development / Selected process studies

Dance. Dreams. Music.



DANCE

Jayalakshmi Eshwar

Movement, gesture and character.



DREAMS

Avinash Kumar

Worldbuilding and interactive imagination.



MUSIC

Murthovic

Ethnomusicology and electronic composition.

SINCE 2013

Game prototype / Touring opera / Graphic novel / Music / Heritage research

Help living knowledge *find its next audience.*

Chapter One is a 30-minute demo in development, targeted for December 2027.
We welcome partners who share an interest in culture, imagination and new audiences.

PATRONS & FUNDERS

Sustain artist and practitioner collaborations, research, documentation and the making of Chapter One.

MUSEUMS, ARCHIVES & CULTURAL VENUES

Explore collection-based commissions, digitisation, installations, public programmes and performance.

INVESTORS & PUBLISHERS

Discuss development financing, production, publishing and audience-building for the game's next phase.

Start a conversation with Avinash Kumar

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