

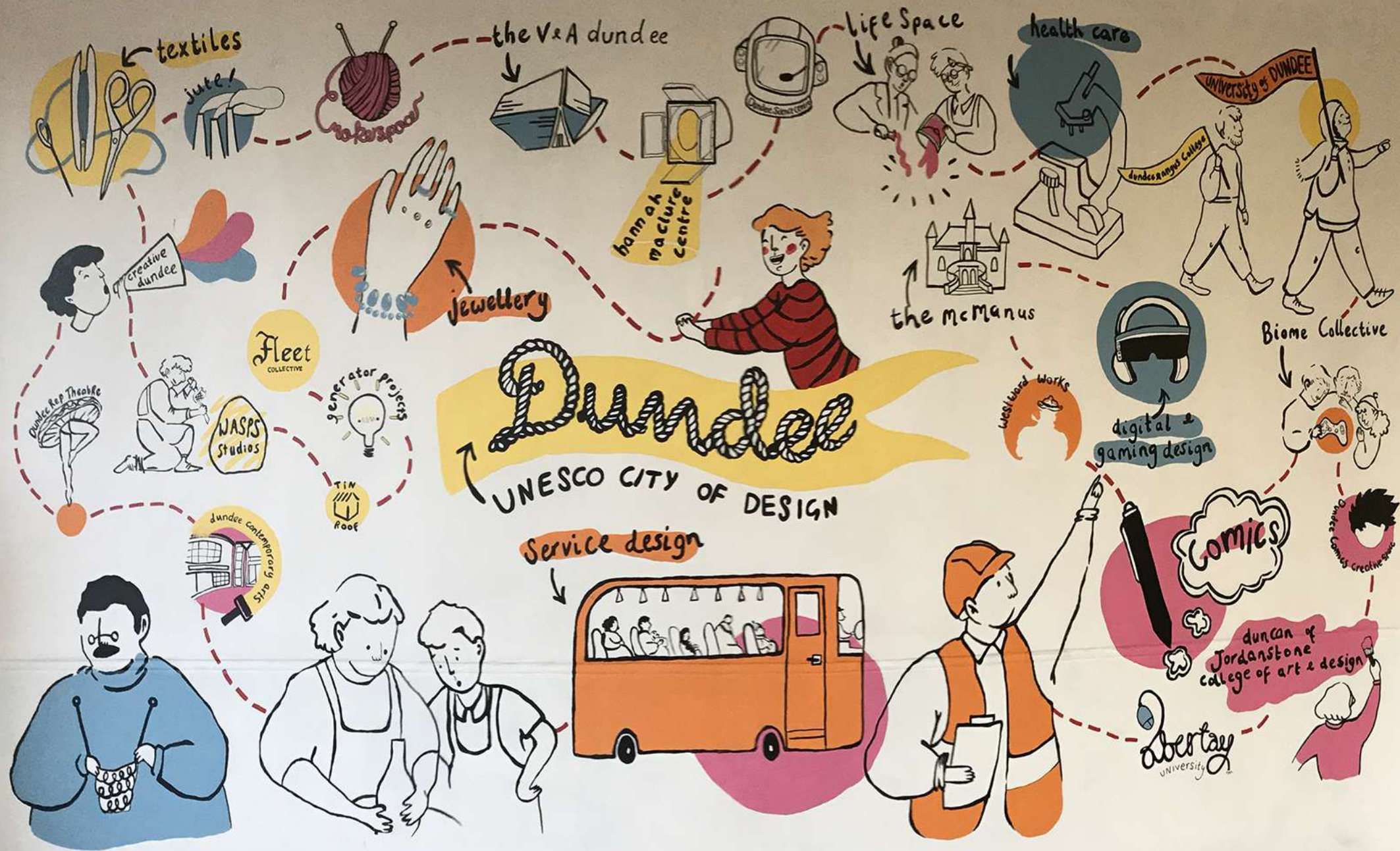
Malath Abbas

Creative Producer / Director



BIOME
COLLECTIVE











BIOME
COLLECTIVE



National Theatre Scotland, National Museums Scotland, V&A Dundee,
Scottish Dance Theatre, Dundee Contemporary Arts, New Media Scotland,
Creative Scotland, British Council, Royal Scottish Academy,
Creative Dundee, MakerSpace etc...

London Design Biennale, Dundee Design Festival, NEoN Digital Arts Festival,
Future of Storytelling, V&A Digital Design, AMAZE Festival, GDC,
GameCity, IndieCade, etc...

BIOME *'blaɪəʊm / Noun ECOLOGY*

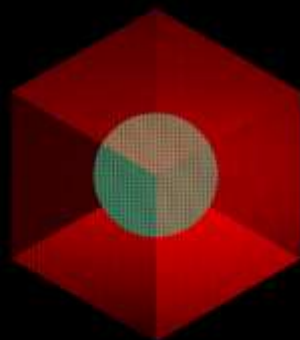
a large naturally occurring community of flora and fauna occupying a major habitat, e.g. forest or tundra.

BIOME COLLECTIVE

GAMES . ART . CULTURE . SPACE

**A community and co-working space for people to create, collaborate
and explore new frontiers in games, digital art and technology.**

I make videogames...



KILLBOX

A GAME ABOUT DRONE WARFARE



PLAYER 1





ACFT
N 395°39'117"
E 48°60'52"
7,774 HAT

M1: AGM-117
M2: AGM-117

SYSTEM OK:
GA/USAF UAVOS 6.2.2
CONNECTED

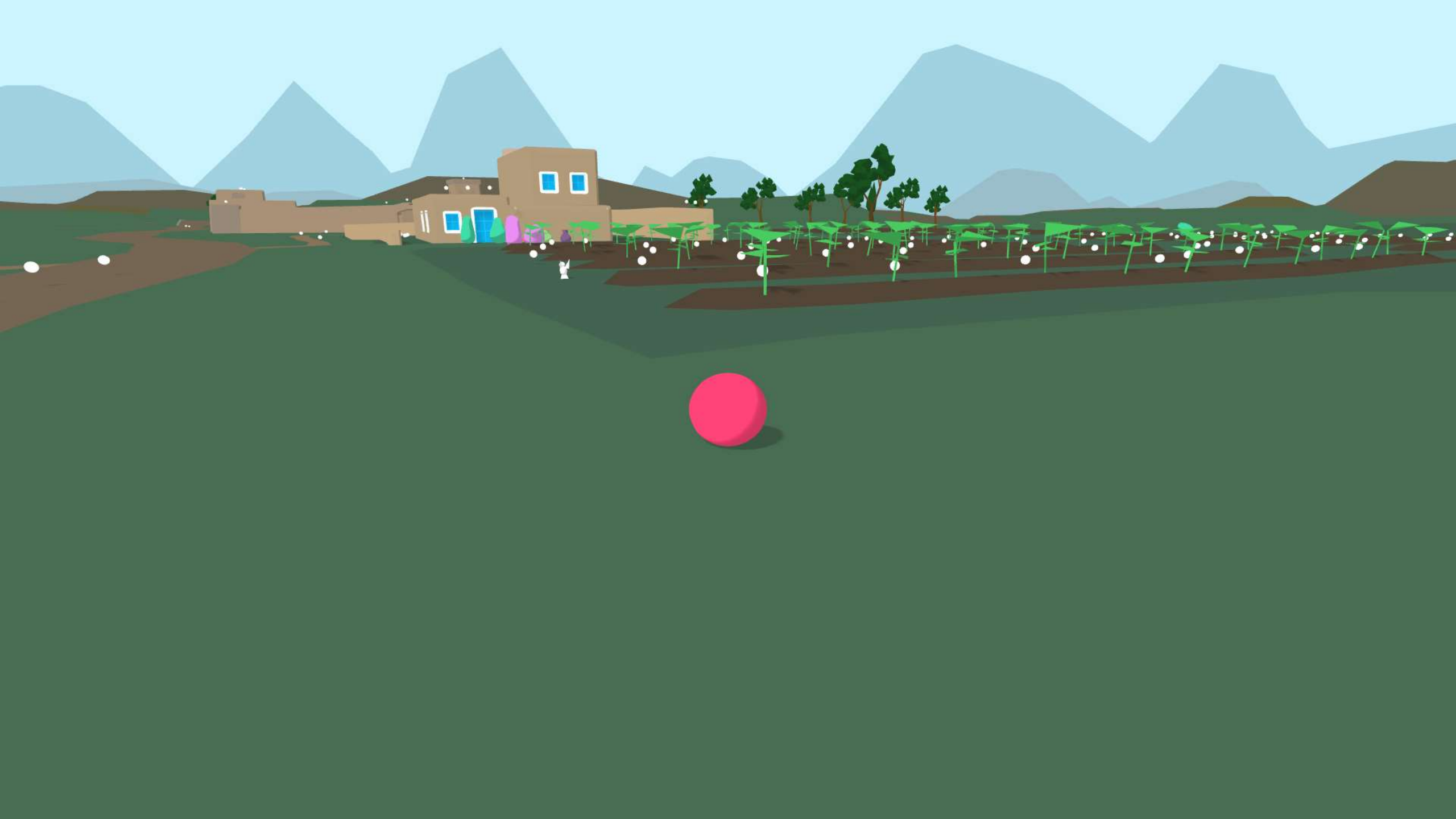
CALIBRATION

CAM ROTATE LEFT: HOLD (A)

N 36°40'05"
E 65°20'05"
BRG
RNG 3,028M
RNG 1,642M
TWD 33M
ELV 2966F







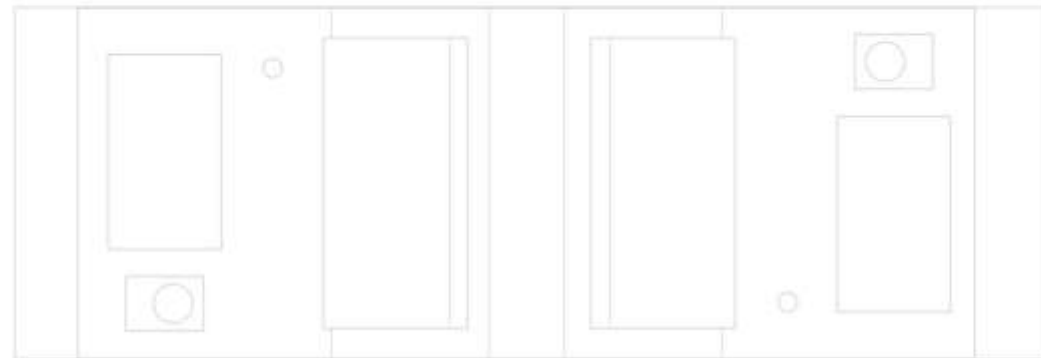
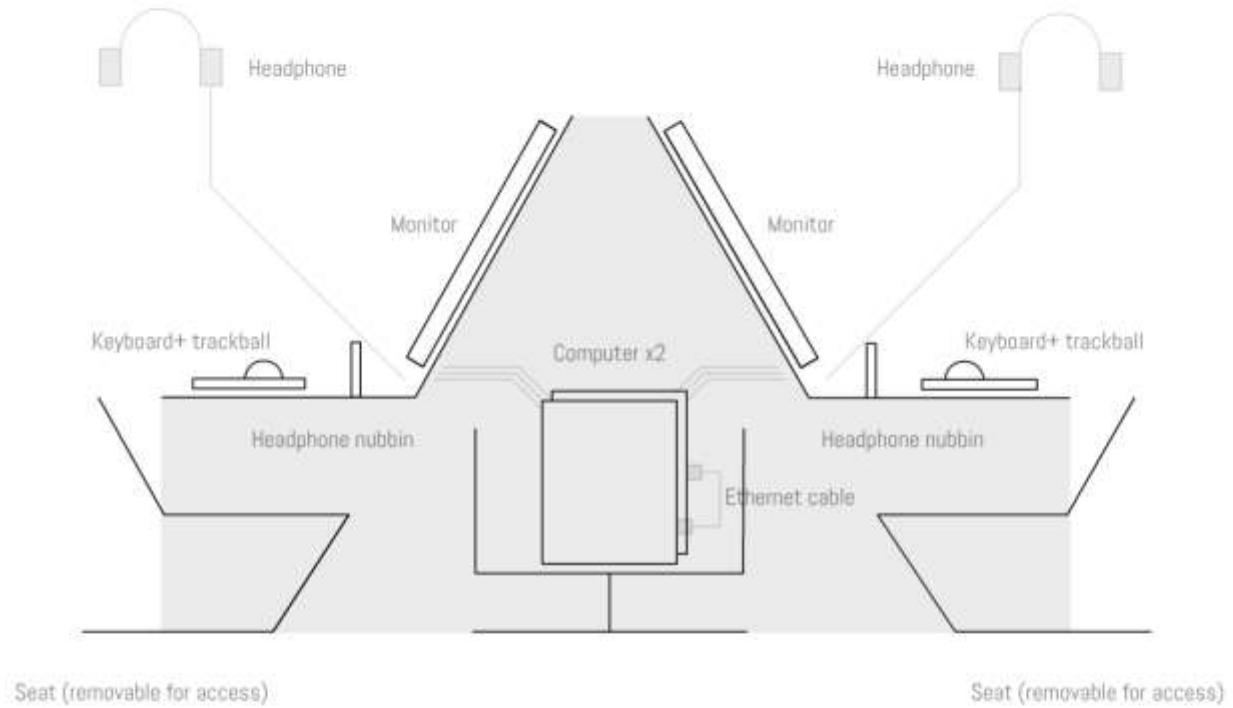


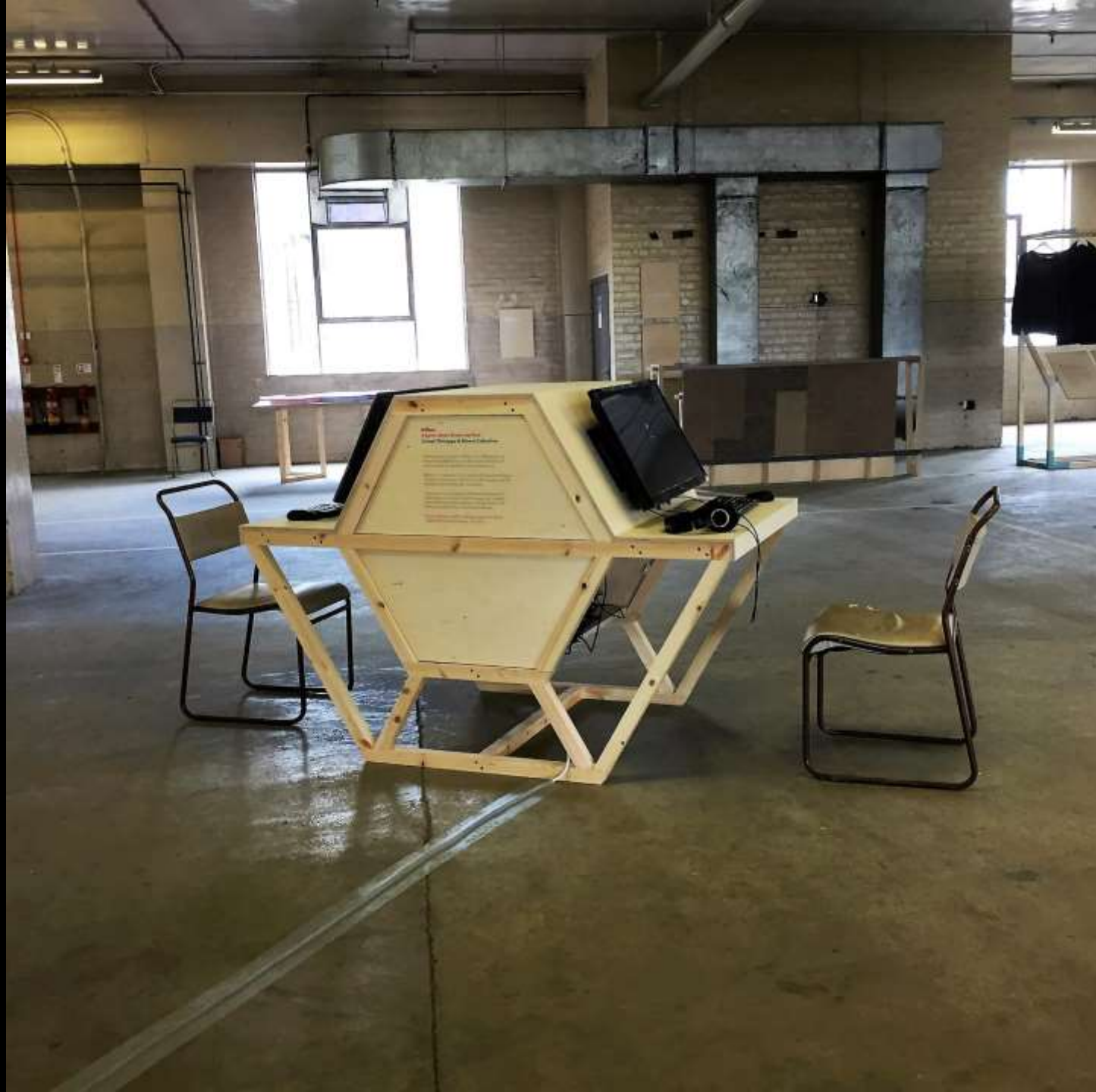




KILLBOX BASIC SPECIFICATION

Monitor x2 size: 27"/32"
Computer x2 : core i5/i7
Trackball x2
Ethernet cable
Headphones x2
Side panel with room for details











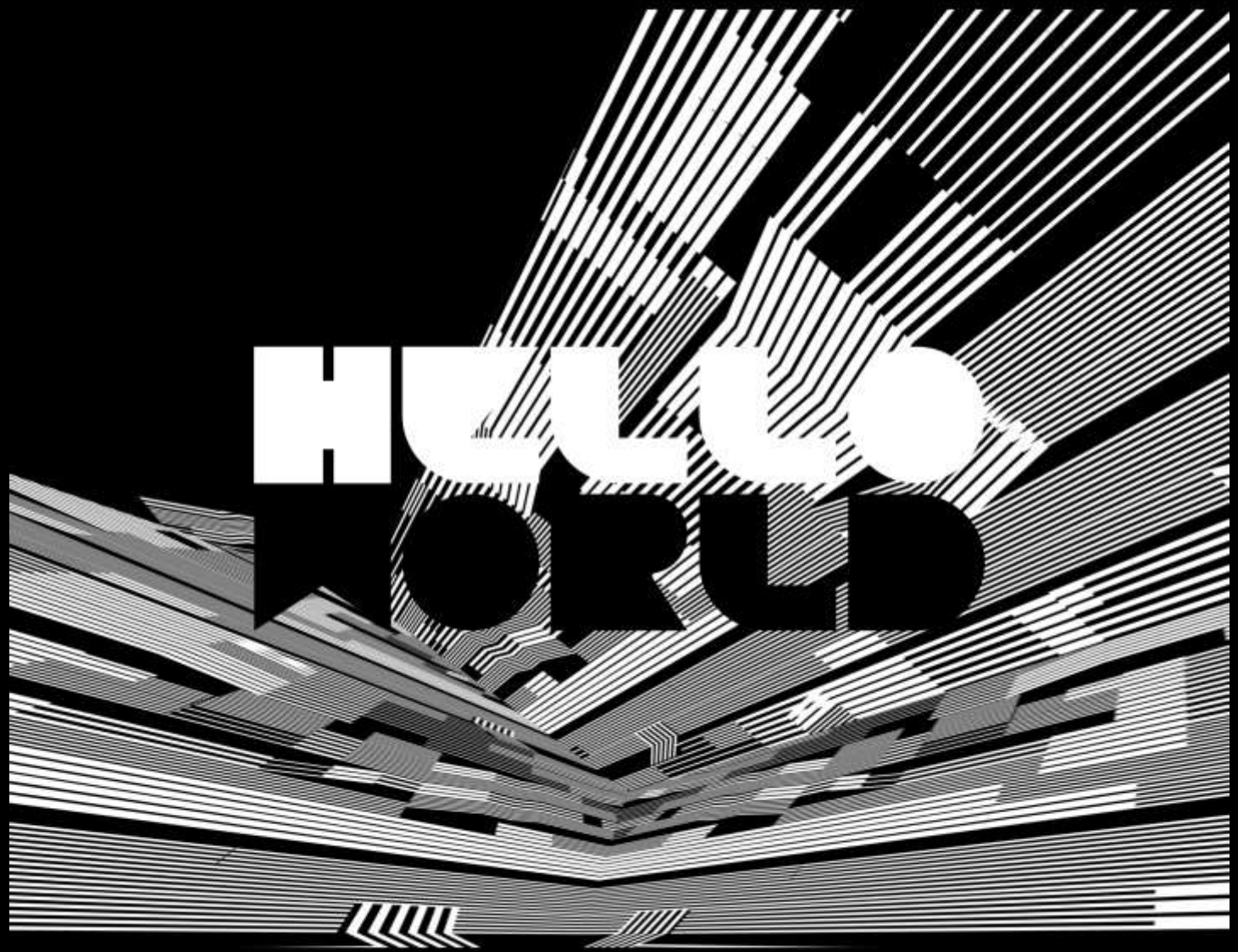








HELLO
WORLD









The background is a vibrant, abstract composition. It features a gradient of colors: deep red on the left, transitioning through magenta and blue in the center, and bright cyan and green on the right. Overlaid on this are various geometric elements: a large, semi-transparent pink circle in the upper center; a white line with small dots extending from the left; a series of small yellow and orange circles in the top left; a large, rounded pink shape in the bottom left; and a series of small yellow and orange circles in the bottom right. The overall effect is modern and dynamic.

SHPEEL







Creative Technology + Hub



Space – Shared with range of businesses



Research & Development – Projections, motion tracking and physical play – Biome Collective



Workshops - Decoding Spaces: Biome Collective & Scottish Dance Theatre



Community – Jams and Sharing



Greater Community - Events - Arcadia Festival



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