



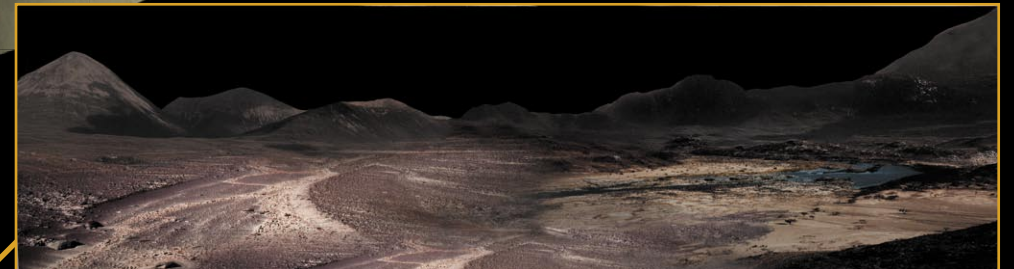
This distorted rendering was mapped on a part of a sphere to simulate the view through the hole in the sky into the interior.



The main sky map, made by Johannes schloerb (www.schloerb.com)



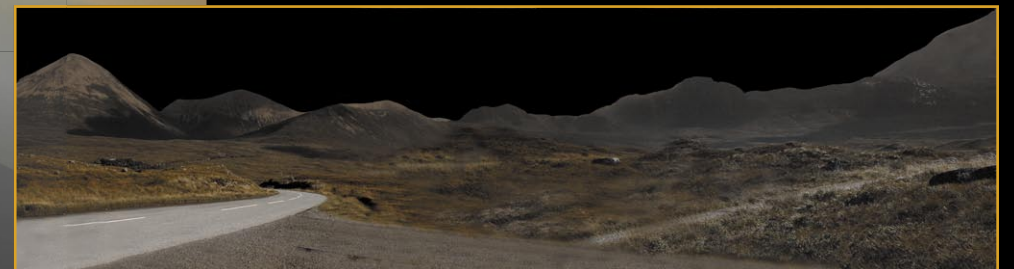
The sky map of the final scene, made by Johannes schloerb (www.schloerb.com)



Main landscape map



More vegetative landscape map which was used near the tower



Early unused draft

