



The Inner Sanctum

Completed: 22-09-2019

After his exhausting adventures in the upper regions of *The Temple*, going all the way down in *Ad Fundum* and leaving *The 7th Circle*, Harry descends deeper into the mysterious labyrinth of tunnels, corridors and vaults of the ruinous sanctuary.

His taste for adventure and pleasure is undiminished and he keeps searching through forgotten chambers, to find the legendary *Inner Sanctum*.

The Holy of Holies. The source of all lust and desires, where divine bliss reigns eternally. But dark forces stand guard and before Harry can enter, he must overcome several obstacles and pass the ultimate test.

Like a true red-haired Hercules, he must prove in a series of hard labours his determination and endurance, his will to reach the highest level of ecstasy.

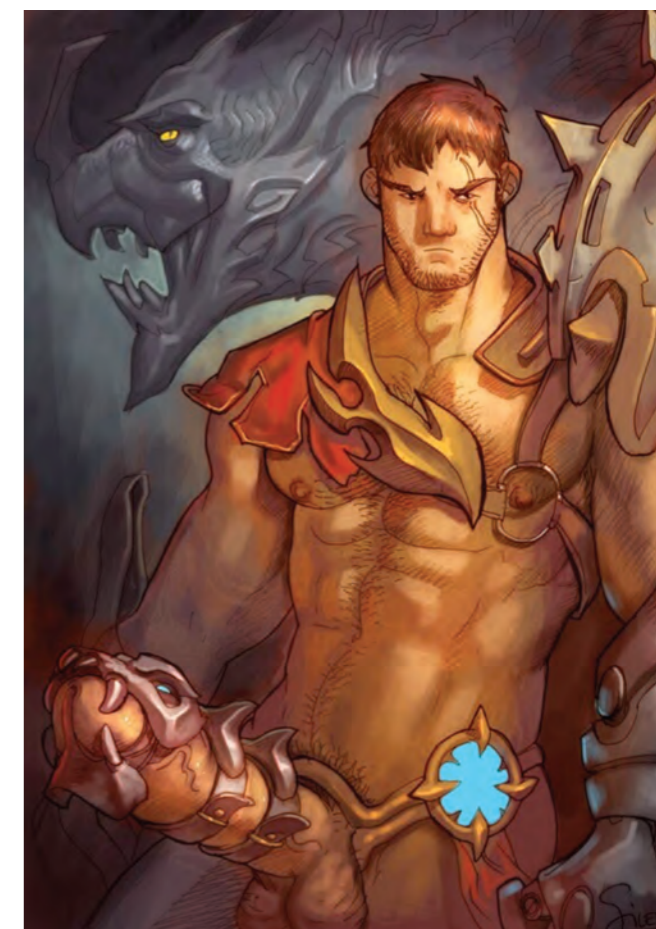
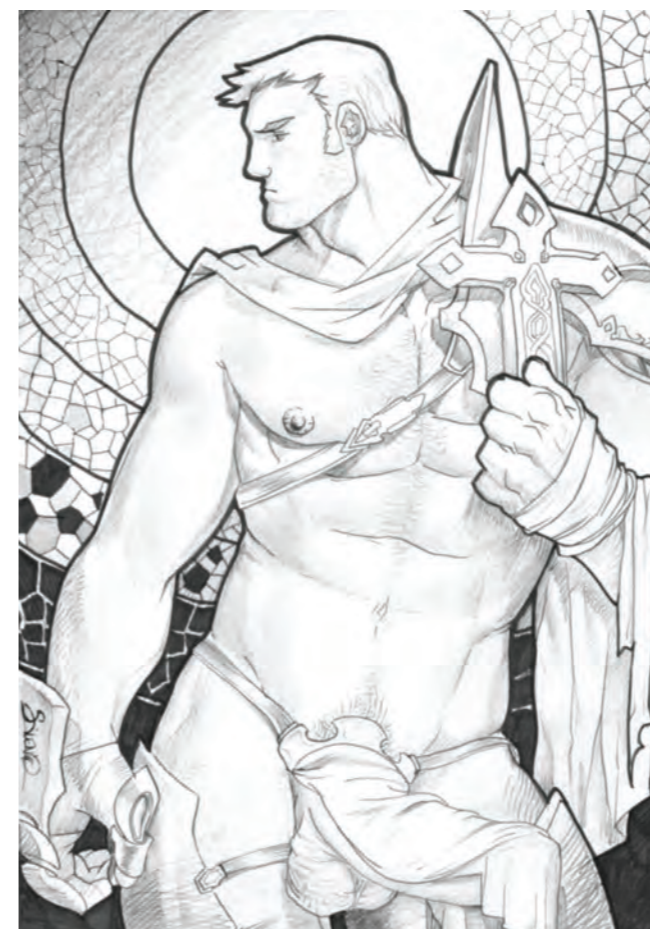
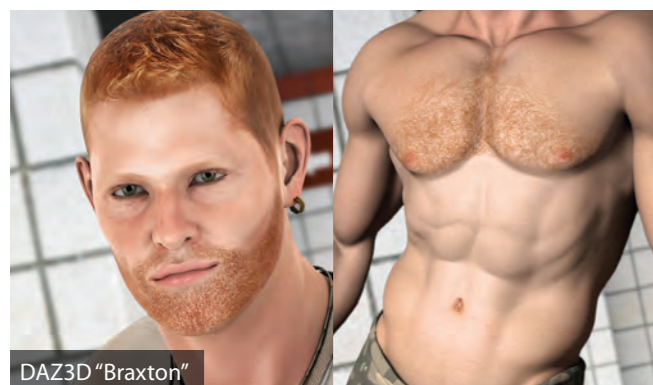


There's something about Harry

Harry first entered the stage a few years ago in a short story called *"The Temple"*. The series depicts the exploration of a mysterious temple by a huge, bulky red haired bloke. In this adventure, the hero enters ruinous corridors and decaying dungeons, where he has a close encounter with large, alien phallus-like serpents. Although assaulted by many of these slimy and creepy creatures, he fully enjoys the engagement, for the main purpose of these virile tentacles appears to be to please their prey in endless coiling and constricting orgy of sensual pleasure. At the end of the encounter Harry only seems to be craving for more satisfaction and in each new chapter, from *Genesis* to *Ad Fundum* till the inner regions of *the 7th Circle*, he digs deeper into the darkness of the doomed Temple.

The character is based on a DAZ3D model called Braxton and in the catalog he's referred to as a "beautiful Irish inspired redhead." However, after referring to him so many times as the guy-that-looks-like-Prince-Harry or as "Harry" in my many replies, at the end the name Harry finally tuck. So, I guess his full name is Harry Braxton and, for your information, he seems to be from Ireland.

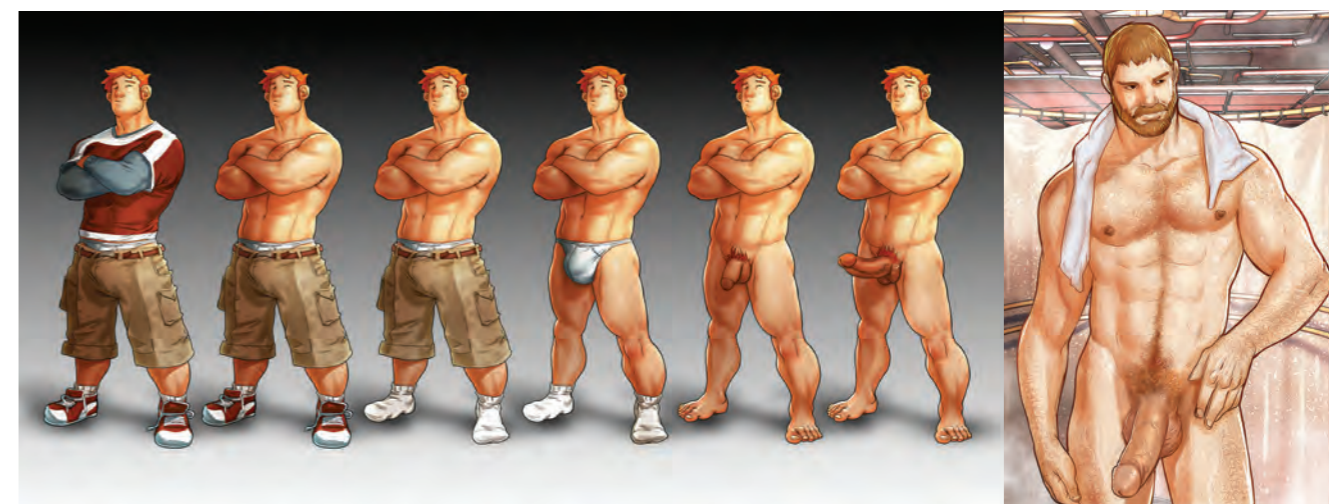
His hyper-masculine features are mainly based on the wonderful illustrations of the *Holy Knight*, a set of characters for a role-playing game called *Dungeon Guards*, created by an artist named *Silencio*. I'm not really into video games and I don't know if this project was ever completed - after 2014 *Silencio* turned silent - but I find his drawings really magnificent.



The guys have awesome physiques, with massive shoulders and limbs, and their truly colossal member are covered by revealing waving loincloths or bizarrely shaped armor. All drawings are full of wonderful details and several characters are also redheads. I guess that these somehow stand out for their difference.

So what is it with these redheads? According to Wikipedia cultural reactions have varied from ridicule to admiration and that many common stereotypes exist, often portraying them as fiery-tempered and highly sexed. In medieval beliefs, red hair was even thought to be a mark of a beastly sexual desire and moral degeneration - qualifications that I can only perceive as

highly positive in the case of our hero. On the other hand in the Iliad Achilles is sometimes referred to as red or tawny, in the Norse mythology the god Thor is usually described as having red hair and the Hebrew Torah implies that both King David and Esau had fiery red hair. So it seems our Harry is in good company and that, apart from standing out by the color of his hair, I do think his sex appeal really adds something extra to the spell of *"The Temple"* series. I'm therefore not at all convinced that any random buff male could have taken his place - as some of you have suggested in your comments - and that there's really something about Harry. But perhaps, like many of you, I've just fallen a bit in love with him as well!



Temple and tentacles

The setting I used for all the series is based on a lovely model by *Faveral* that resembles an ancient Mayan tomb, called *Ancient Prophecies*. Initially, I wanted to create something like an underground

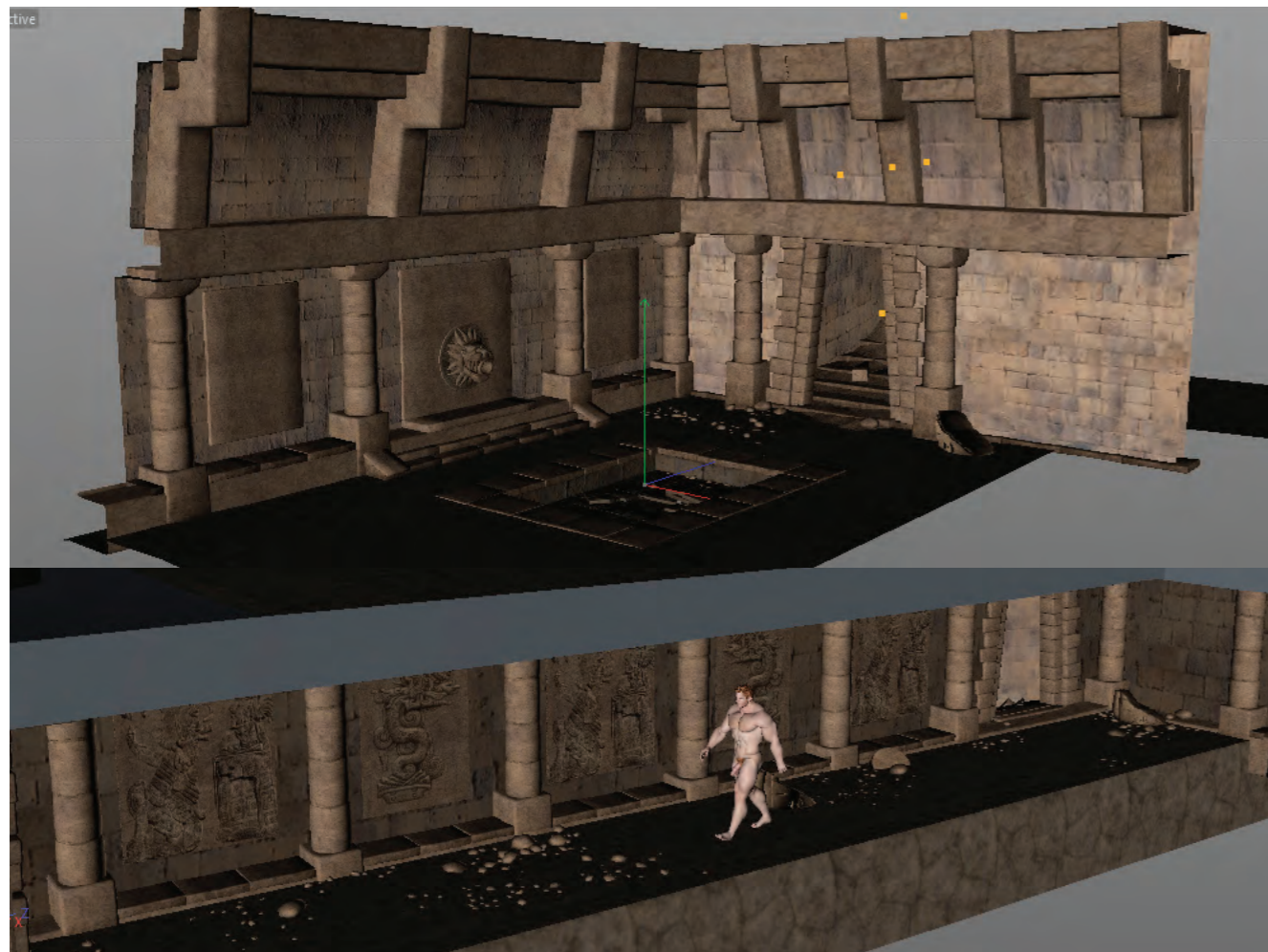
pool with fountains, hence the dragon heads on the walls. The idea was that the hero would be drawn into the basin, where he would be swallowed up by an orgy of arms or tentacles.



DAZ3D model by Faveral "Ancient Prophecies"

Once the thought of a phallic tentacle pouring out of one of these fountain heads came up, all the ideas for *The Temple* fell into place and the series was born. All water disappeared from the scene, the pool became a snake pit and the addition of some corridors completed the set.

Large room bases on the same model with an endless amount of alien eggs surrounding the enlarged altar made the setting for the *Ad Fundum* series. The round pit surrounded by sculptures and the tomb in the middle completed the setting for the Dantesque *7th Circle*.



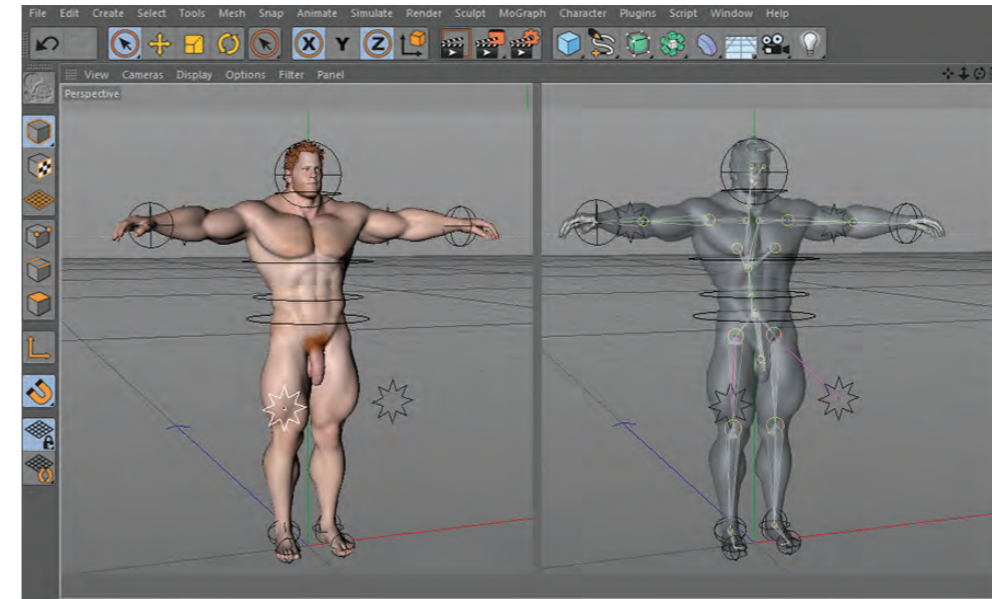
Harry in motion

At the time of completing *"The Temple"*, I also started experimenting with animation.

An obvious choice perhaps, but I soon found out that it's a very elaborate and time-consuming hobby. My first experiments were not a great success and it took ages for me to get some decent animation results.

The first thing to do is to rig the model (to make each body part ready for animation)

and my first experiment was to make a small walking cycle, the standard first steps in animation. That sounds simple enough, but to make Harry stroll smoothly forward with all those bulky limbs, and still look hot and hunky, was quite a challenge! However, after several failures and countless errors, he really seemed to come to life and in the end he started to walk around in splendid full monty.



Soon one small movement followed another, and after a while, I had enough material to compose a short animation. That was the beginning of the *"7th Circle"* and at the moment, after three chapters of ca. 6 minutes each and starting with the last part of the series, I finally have the feeling that I'm getting the hang of it. The animating goes faster than ever and the mo-



vements start to look smoother and more natural than before.

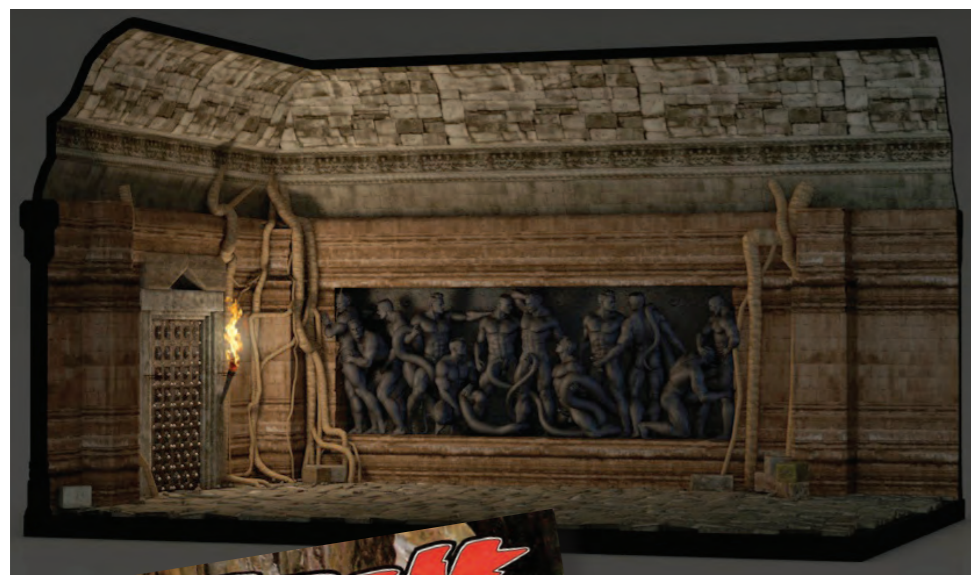
A less obvious but ultimately far bigger challenge was to animate the snakes. I had already rigged the creatures for *"The Temple"* series, simply by rapping the body around in, what Cinema 4D calls, a *Spline Wrap*, and by adding several handles to control the different body parts. That worked perfectly for the stills, but to bring these creepy things to life in animation was a far bigger challenge. With each small motion of the head, some other parts started randomly to twist and turn, with very limited means to control its movements. To get several of these creatures to interact in some natural way with Harry - however that may look like - was at times sometimes truly exasperating. I guess it looks great in the final renderings, especially for what you cannot see, but I'm sure there's a far better way to do this. So I'm still figuring out how to get more grip over these creatures and especially the Beast, the big boy that will go wild with our hero in the final chapter.



Chapter 1 The Corridor of Passions

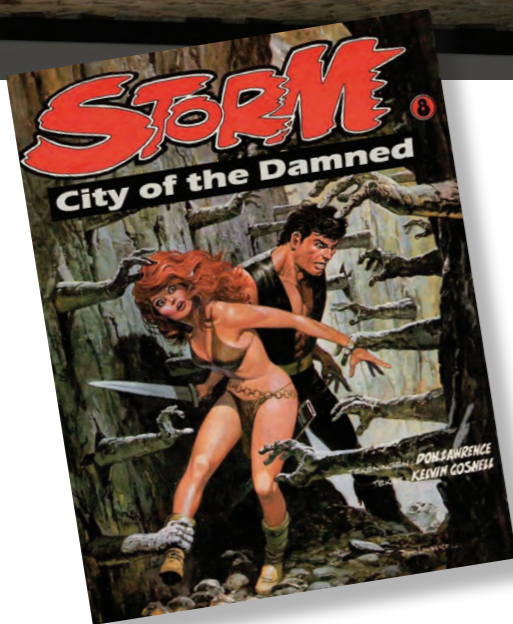
The first labour for Harry is to cross the Corridor of Passions. At the end of a dark hallway is a large sealed door and he must get there. The task seems easy enough, but Harry immediately senses danger when he enters the narrow room. The creeping roots suddenly come to life and

grab him by the wrists. In a flash, he's tied against the wall and the stones start to move. He's not alone! So, the first obstacle is something like a bondage test and Harry has to figure out how to break free from this one. Will he succeed?



The setting I created for this chapter is based on a model called *The Ruins of Angkor Wat*, by Merlin Studios. It depicts a long-forgotten temple, where the walls and hallways are slowly being reclaimed by nature. Huge palm roots creep up the structure like fingers, slowly smothering the ancient building. Perfectly suited for *The Temple* and easy to adapt for new scenes.

The idea of the hands coming out of the wall is of course not entirely new, and I've done something similar in *Morpheus Dream*. The main inspiration for this scene is the comic book "*City of the Damned*" by Don Lawrence. He's the author of *Storm*, a science fiction/fantasy series, narrating the adventures of a time-travelling astronaut who returns to Earth after 300 years when civilization has collapsed. The Deep World (as it's now called), has become a dangerous place, with its barbaric inhabitants and strange creatures. The perfect stage for a long series of thrilling books, all drawn in a fantastic realistic and detailed style.



Chapter 2 The Minotaur

After having escaped the grabby claws in the Corridor of Passions - which turned out to be more of a chamber of horrors - Harry stumbles into the domain of the Minotaur. Apart from the centaur, this is probably the most virile and certainly the most ferocious creature in ancient mythology. No wonder that in art it has been depicted as a true force of nature, a real chal-

lenge for any hero and an outstanding opportunity to show off some muscle and strength. But appearance can be deceiving and the raging bull in this story turns out to have a soft spot for our read-haired hero and he turns out to be a formidable lover. Like a true Theseus Harry slays the mythical creature on the altar of the beast.



The setting for this chapter is an open court, surrounded by corridors and a chapel. Two raging bulls guard the entrance, two alters on the sides depict young riders and at the far end is a chapel with a depiction of a victorious Theseus. This section of the Temple was created with the *Ruins of Angkor Wat* as basis, with some additional characters as sculptures and lots of roots and rubble to make the scene more interesting. A great stage for an epic struggle.



Chapter 3 Revelations

In this chapter, we continue to follow Harry in his search for the legendary Inner Sanctum. This time we travel back in time and find Harry as a young student at the university library. He is about to make an astonishing discovery,

one that will change his life forever, and that will initiate his epic quest for the mythical phallic creatures. In the Add-Ons section of this project, we'll follow an alternative storyline.



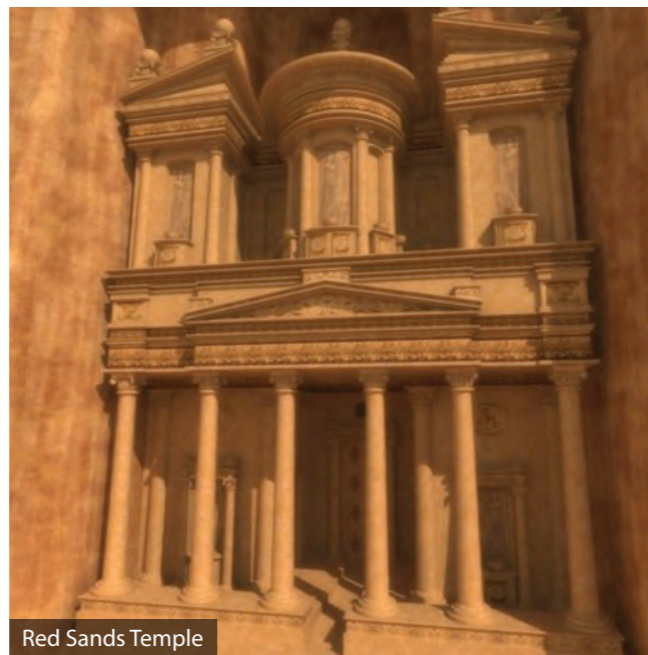
Chapter 4 The Antechamber

Harry continues his epic journey in search of the Inner Sanctum. In this chapter, he descends further into a maze of decayed tunnels and rundown hallways, where he reaches the Antechamber.



Chapter 5 Metamorphose

Before picking up the storyline of chapter 4, we go back in time once more, to the glorious day Harry discovered The Temple. After finding the manuscript in the library as a young student (see Chapter 3), Harry has been traveling around the world, searching for the mysterious place mentioned in those ancient documents. Piece by piece we get to know a bit more about the background of our hero. This chapter will answer the question of how he ended up wandering around stark naked in that ruinous labyrinth. As the chapters are created randomly, the overall storyline is somewhat fragmented. If we place the current bits and pieces chronologically, I imagine the adventure started with the Revelations at the library (Chapter 3). Followed by the current Chapter 5, where he discovers The Temple and undergoes the Metamorphoses into the bulky red-headed hero. From thereon we see him wandering around in The Temple corridors, going deeper in Ad Fundum, and reaching the center of the structure in the Inner Sanctum series (Chapters 1, 2, 4 and probably ending with Chapter 6). The Genesis story is a bit harder to fit into this pattern. It was a commission and perhaps the sci-fi theme remains something to be developed further in the future.



For Harry's van I used a model of the *VW Type 2*. The van was originally introduced in the 1950s and became a hippy icon of counterculture in the Swinging 60s. It has become an old-timer by now, for you hardly see them anymore and they look remarkably small in modern traffic. The landscape is based on a model called *Nature Canyon*, with the *Red Sands Temple* in the middle, of course by many of you recognized as The Treasury building at Petra. The site gained particular fame after being featured in the "*Indiana Jones and the Last Crusade*" movie, in which its facade is represented as the entrance to the final resting place of the Holy Grail. The place seems to hide many secrets indeed! L'interno del sotterraneo del tempio rotondo è basato su un modello chiamato *Occultum*, con elementi di *Ancient Prophecies* e *The Internment Tomb* (per le scale). The interior of the round temple dungeon is based on a model called *Occultum*, with elements of *Ancient Prophecies* and *The Internment Tomb* (for the stairs). The different sets of sculptures in the rooms are not based on any specific works of art. When one looks around it's not that hard to find inspiration in bronze.

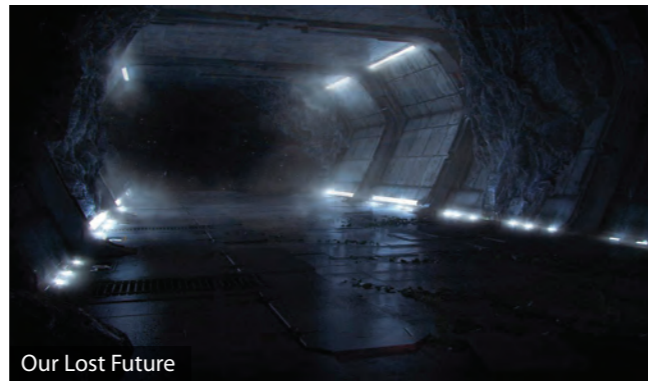


Some test renders of the different groups of sculptures used in this chapter and below one image with an overview of the dungeon layout.



Chapter 6 The Inner Core

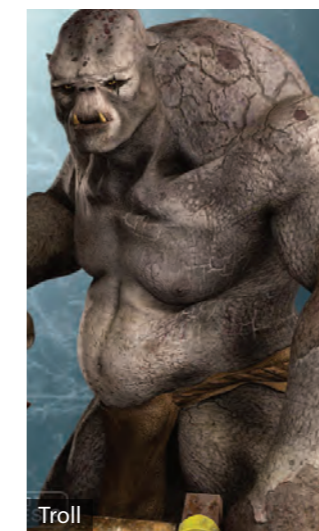
In the previous 5 chapters of this project, we've been able to follow our heroes' journey into the darkest regions of the mysterious temple. It took me a while before resuming the project and start with this last chapter. Although I had plenty of ideas and lots of models for it, I needed some time to find the right storyline and get everything in place for the grand finale. The idea was to finally reveal the mystery of the temple and ending the story with something of a logical conclusion. I hope I didn't disappoint you with that.



The settings for this part of the adventure are mainly based on *Stonemason's The Heart Of The East* (the round door and stairs), *Our Lost Future* (the corridor), and *Dragon Wraith Tomb* by David Brinnen (for the dome of Inner Core). Modifying these models is always the fun part of a project, although in this case, it took me quite a while to get all the setting right. Somehow each new version didn't seem to work, but luckily enough I had a long rainy summer holiday to work on it.



The Inner Core appears to be the center of a strange fertility cult, where creepy alien priests performing a solemn ritual, while Harry is elevated on an altar to the breeding room above. A group of giant muscular servants makes sure he's ready at the right time for his fertilizing task.



The aliens are a combination of three different models (*Supreme Intelligences*, *Crypto Alien* e *Xenoman*) and they're assisted by large trolls to handle our hero. The muscular males that emerge from the altar are a very light version of the *Colossus* model. The original just seemed a bit too big for the task.

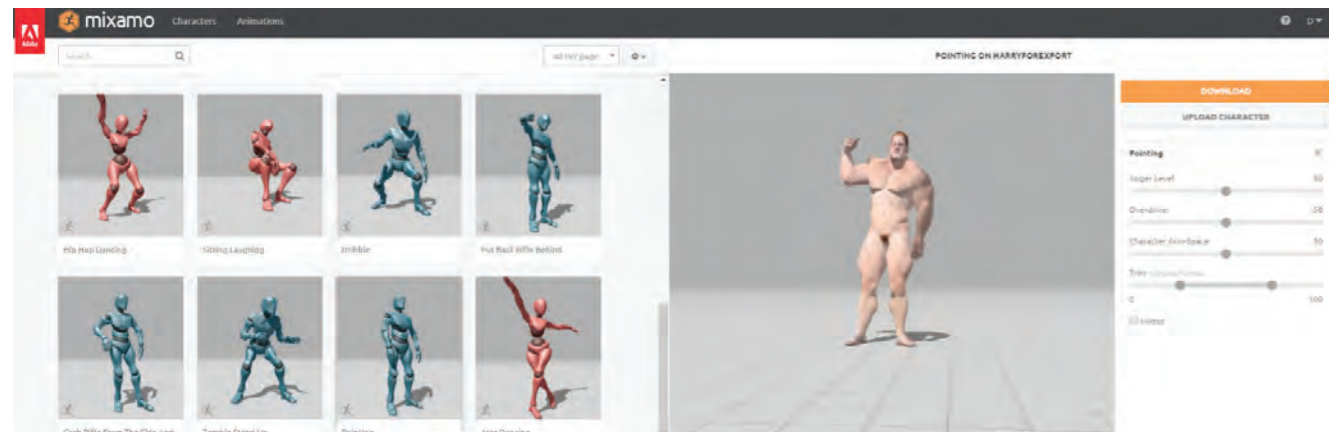


Animation

"The Temple" animation is loosely based on the series with the same name. It's an alternative and extended version, with many elements of the first "Inner Sanctum" chapters.

The animations of Harry are all based on exiting "motion capture files" from a site called *Mixamo.com*. It's a free website, contains a large collection of somewhat random movements, so it's quite a challenge to combine them into a logical sequence of events. That's why the first part of the animation doesn't really make much sense, with Harry just walking, jumping, and pushing around. But it's great fun to create these scenes

and I think it works very well as an introduction. In *Mixamo* you can select an existing model or upload your own character and apply the animation from a whole range of motions (like combat, adventure, sport, dance, etc.) I then export the animation to *Cinema 4D* and merge it with the proper Harry model. Unfortunately, not all files work that smoothly. The result is often very jittery, jumpy, or jerky, so many adjustments have to be made afterward and large parts remain hidden from few. At the end with this technique animating is more what you conceal than reveal.



The animated T-Rex is a model I found years ago on the internet, and it's something I wanted to use for a long time. Although the movements are not always very smooth and it's a bit of a stretch to add this creature to the story, I still think it's an interesting addition to the adventure and it works great as a ferocious temple guard.

For this first part of the animation I recycled many settings, so you'll probably recognize

some scenes from previous chapters and other projects.

The desert used for the prologue comes from the short *Riddles of the Sand* animation, the interior of the building are all parts from the first "Inner Sanctum" chapters. In the next part of the animation, we'll return to the even more familiar scenery, that of "The Temple" series.

