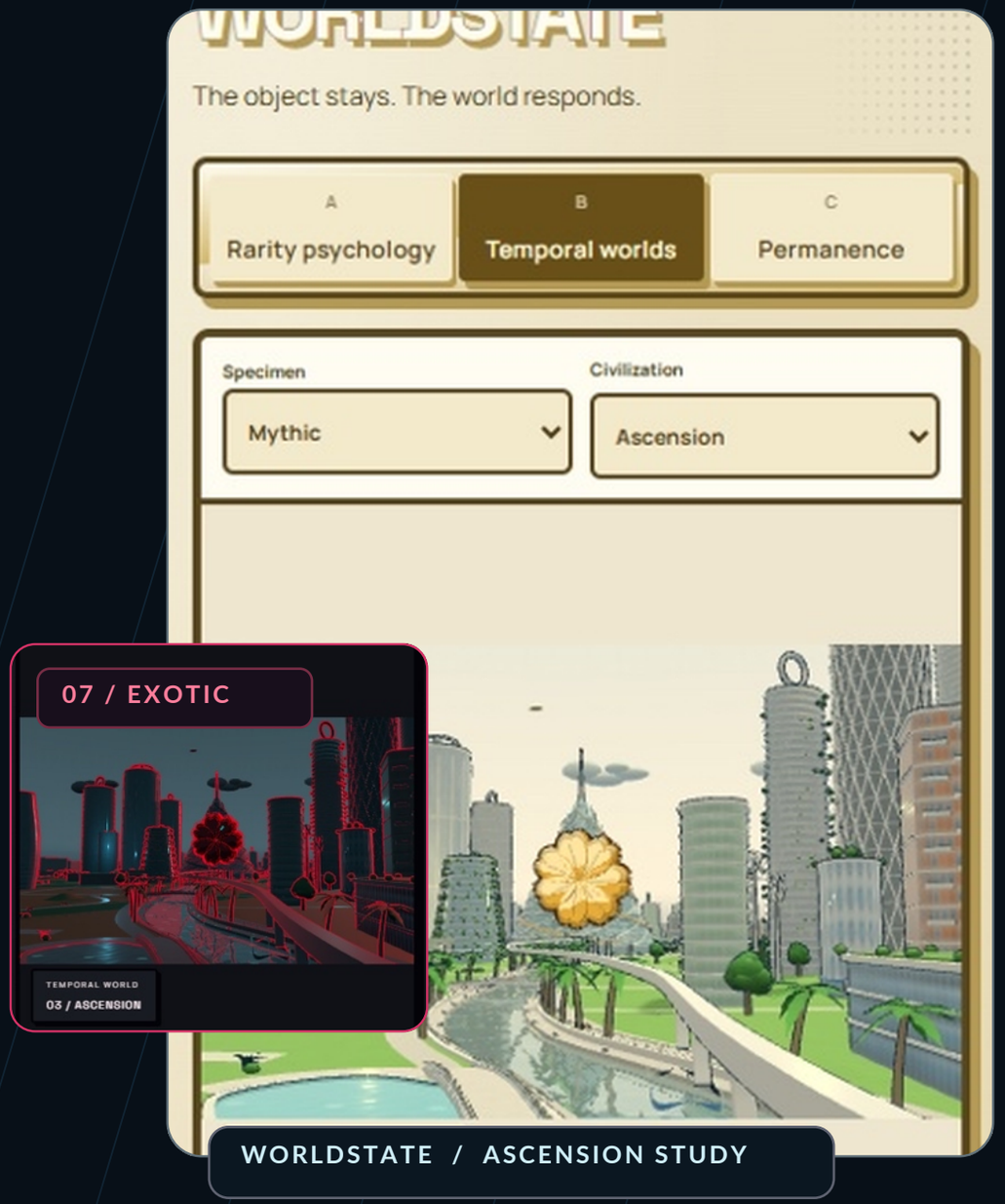
WEB DESIGN & INTERACTIVE 3D DEVELOPMENT

Digital experiences, websites & immersive 3D.

ORIGINAL PRACTICE / 2026 - PRESENT

TayShaun Xantana / taykOff™

Brand-aware websites. Custom interfaces. Spatial presentation.



WORLDSTATE / ASCENSION STUDY

Identity must earn its interface.

Design has to do two things at once: make the work recognizable and make the next action obvious.

CORE PRINCIPLE

Memorable by design.

Useful by default.

The best interface is neither generic nor overbuilt. It helps the visitor understand what matters, navigate confidently and remember the experience afterward.

01 Recognition

02 Clarity

03 Purpose

Commercial websites

Clear information architecture, responsive layouts and practical conversion paths.

Immersive experiences

Product exploration, spatial interfaces and environment-led storytelling.

DESIGN FILTER Does it improve understanding, interaction or distinctiveness?

Two disciplines. One design standard.

A conventional business site and an expressive three-dimensional experience require different tools - not different levels of care.

01 / WEBSITE COMMISSIONS

Practical digital foundations

01 **Company & landing sites**
Clear messaging, calls to action and responsive sections

02 **Portfolio & creator sites**
Selected work, media, identity and navigation

03 **Redesign & UX structure**
Improved hierarchy, usability and page flows

02 / INTERACTIVE 3D

Interfaces worth exploring

01 **Product & collectible viewers**
Inspect objects, materials and alternate visual states

02 **Interactive showroom concepts**
Explore artifacts, collections and designed worlds

03 **Custom spatial studies**
Scene composition, selection logic and interaction concepts

ENGAGEMENTS SCOPED BY AUDIENCE, COMPLEXITY AND DELIVERABLES

A site with a built-in worldview.

ASC7NT uses differentiated material languages to organize a connected creative and business ecosystem.

WOOD

SAVANT

Research & knowledge

BRICK

SHOWMAN

Entertainment & media

METAL

INDUSTRIALIST

Brand & ventures

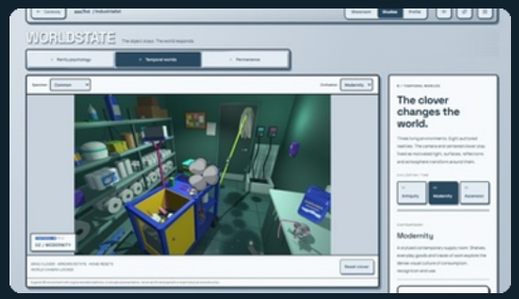


Case focus: navigation architecture, material identity and presentation systems.

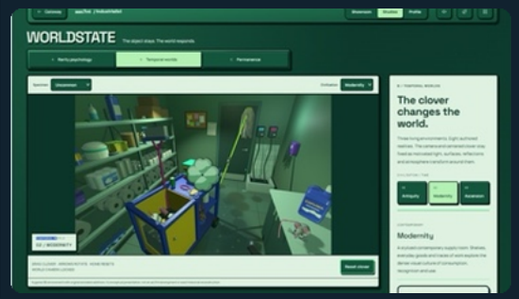
Eight rarities. Eight design languages.

WORLDSTATE gives each collectible tier a distinct visual identity while keeping the underlying interface familiar.

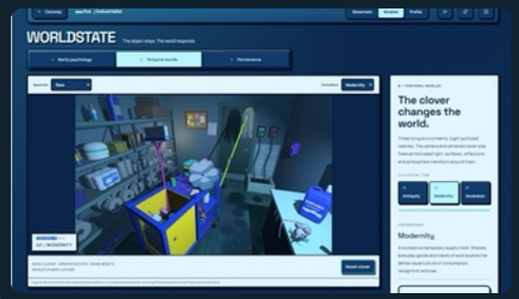
01 / COMMON



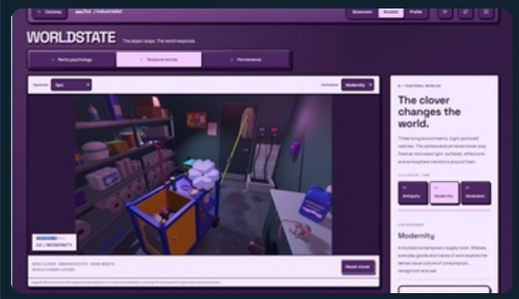
02 / UNCOMMON



03 / RARE



04 / EPIC



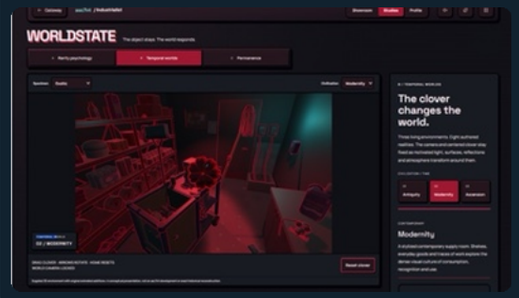
05 / LEGENDARY



06 / MYTHIC



07 / EXOTIC



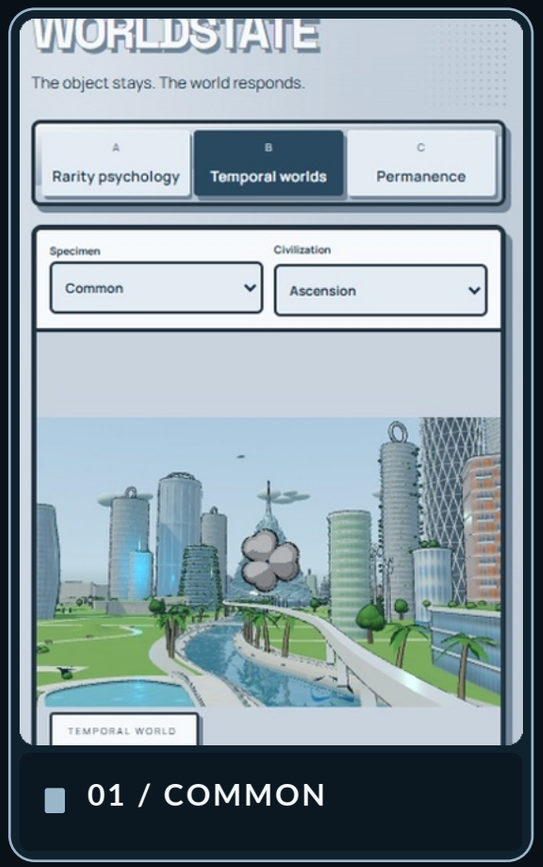
08 / SPECIAL



SYSTEM LANGUAGE Color / contrast / surface / status / visual hierarchy

One environment. Four visual identities.

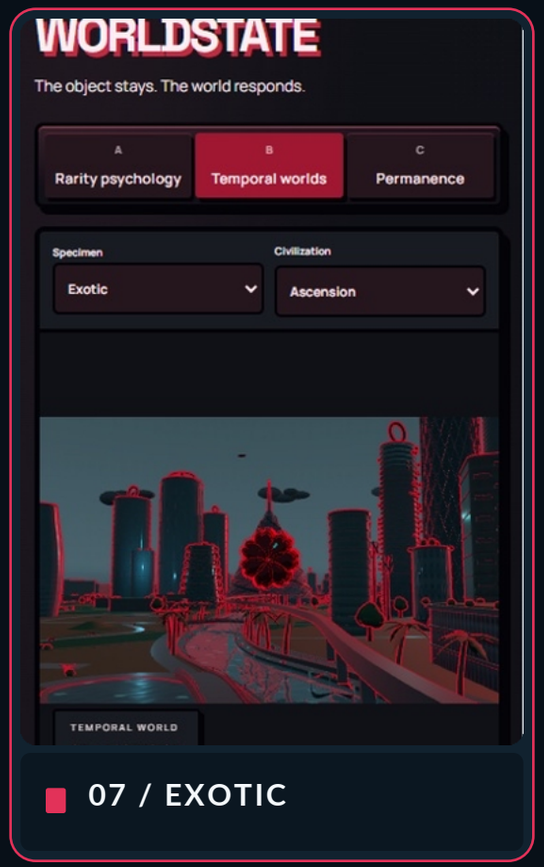
Common, Mythic, Exotic and Special show how rarity can reshape an interface without changing its fundamental interaction model.



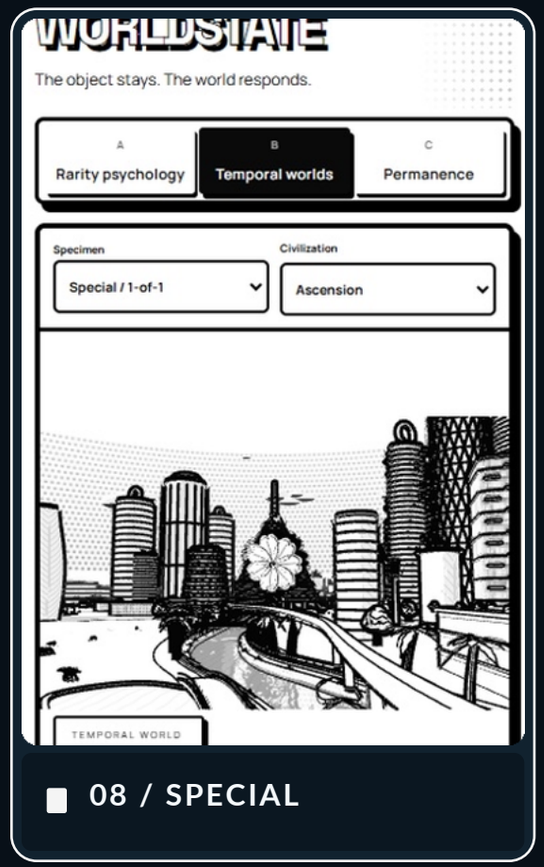
01 / COMMON



06 / MYTHIC



07 / EXOTIC



08 / SPECIAL

Three worlds. Three visual grammars.

Separate environments create different scales, moods and expectations for the same collectible system.



01 / ANTIQUITY

SUNKEN TEMPLES

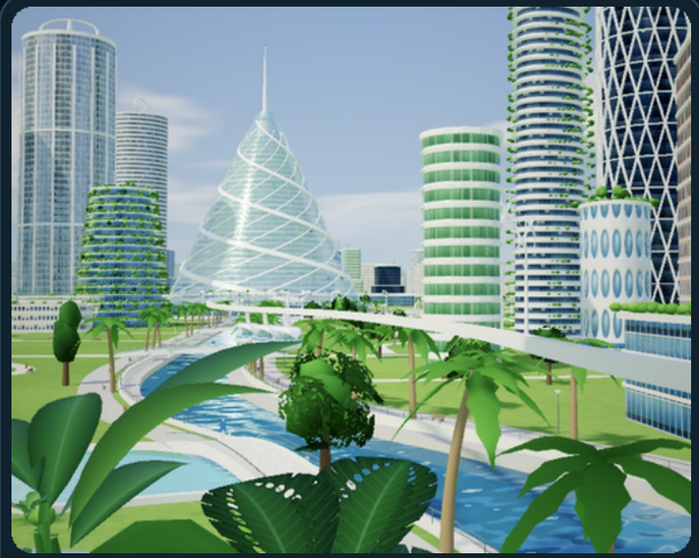
Atmosphere through ruins, water, rhythm and monumental forms.



02 / MODERNITY

NIGHT SHIFT

Dense utility spaces, close detail and industrial lighting.



03 / ASCENSION

ECO CITY

Open vistas, futuristic structures and elevated pathways.

Design the behavior, not just the frame.

A 3D interface is a set of connected decisions: what appears, what moves, what a person can control and what changes in response.



WORLDSTATE / EXOTIC SCENE STUDY

01 ASSET
The object, geometry and materials

02 SCENE
Environment, atmosphere and lighting

03 CAMERA
Composition and viewpoint

04 INPUT
Pointer, keys and selection

05 STATE
Rarity, world and mode

06 OUTPUT
Visual response and fallback

DESIGN PREMISE Meaningful interaction must survive beyond a single screenshot.

From identity to working interface.

The archived ASC7NT source provides a concrete example of lightweight interface behavior alongside the newer visual studies.

01
STRUCTURE
Page hierarchy

›

02
PRESENTATION
Visual system

›

03
INTERACTION
State & inputs

›

04
REVIEW
Device & usability

ARCHIVED JAVASCRIPT / INTERACTION EXCERPT

```
const cards = [...document.querySelectorAll('[data-mode]')];
function selectMode(key) {
  if (!modes[key]) return;
  cards.forEach(card => card.setAttribute(
    'aria-pressed', String(card.dataset.mode === key)
  ));
}
```

WHAT THE SOURCE DEMONSTRATES

- Static HTML, CSS and JavaScript structure.
- Mode switching with accessible state labels.
- Keyboard navigation pathways.
- Defined content routes and UI transitions.

A creative process with clear checkpoints.

Each commission starts with the actual goal and ends with an experience that can be inspected, understood and maintained.

01

DISCOVER

Audience, problem, desired action and constraints.

02

MAP

Content hierarchy, route structure and interaction logic.

03

DESIGN

Visual direction, layouts, component behavior.

04

DEVELOP

Implementation within an agreed project scope.

05

VERIFY

Responsive behavior, navigation and usabilit review.

06

DELIVER

Files, documentation and practical handoff.

BUILT TO FIT THE BRIEF

Clarity for conventional sites. Depth when interaction adds value.

INDUSTRIALIST / SELECTED WORK 010

MAKE IDENTITY USEFUL.

Website design, interactive systems and three-dimensional storytelling - developed with clarity, originality and purpose.

TayShaun Xantana / taykOff™

asc7nt.com

DIGITAL EXPERIENCES / 2026

