

5-05

Force of Nature

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Project description

Nature



1. Phenomena of the **physical world collectively**, including plants, animals, the landscape, and other features and products of the earth.
2. The basic or **inherent features**, character, or **qualities** of a certain thing.

Project description



- Ability to adapt
- Ability to alter environment
- Ability to destroy themselves

- A mix of both human nature and physical nature

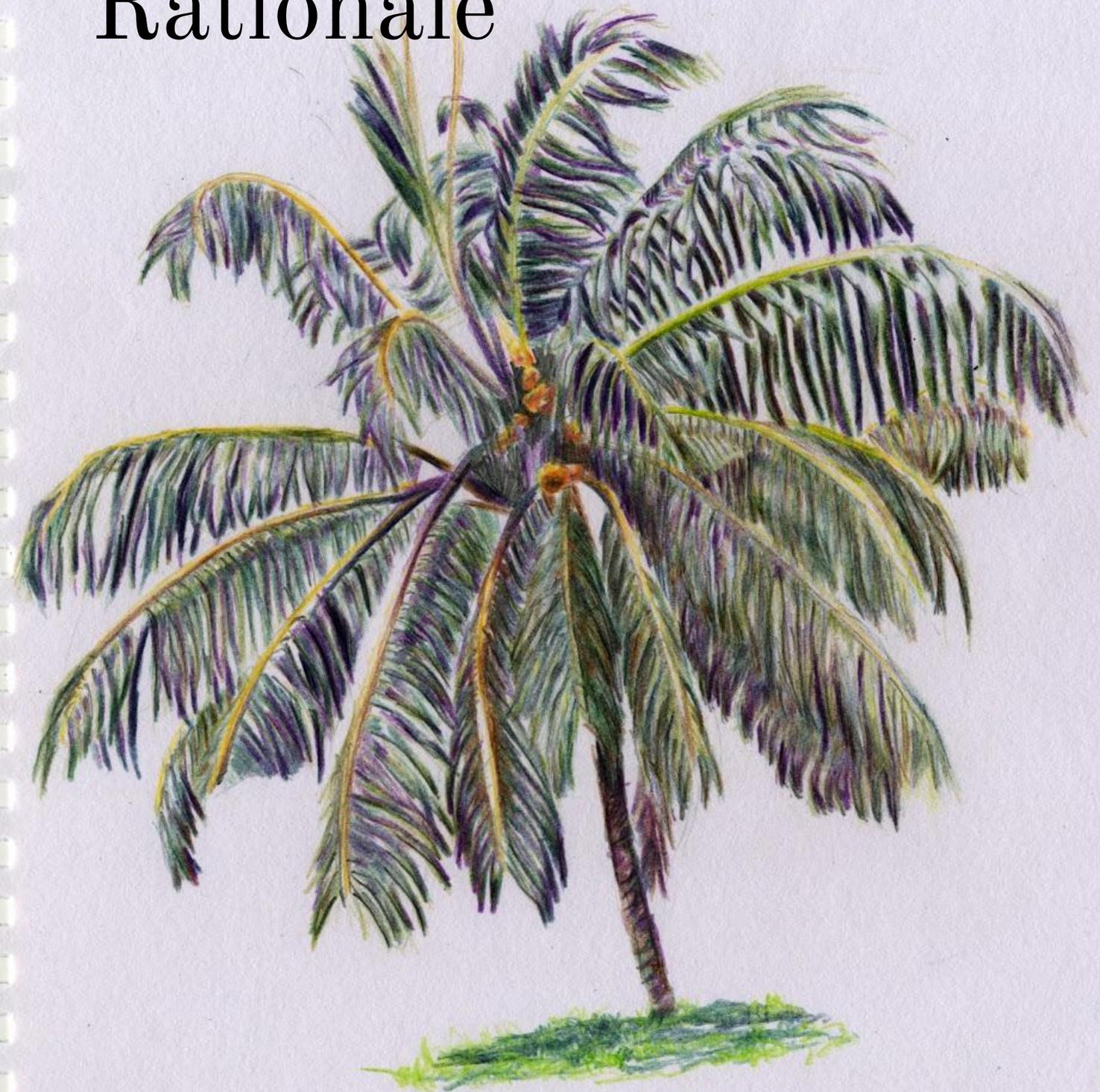
- Ability to alter the ecosystem

Our project is a showcase of the world building of a city and human environment throughout fictitious eras

It presents the impact of the environment on humans and the impact of humans on the environment.

palm tree

Rationale



- To offer our take of the impacts of human-nature interaction and impacts of human nature and social ills.

Ideation

ACE 1043, the humans were living aboveground with modern architecture. The problem of overpopulation and aging population bugged them though. Around ASN 1, a supernova explosion occurred in the vicinity of Earth, sending harmful gamma radiation to Earth and killing almost all life. This event killed the vulnerable like the old people, reducing the population and eliminating ageism for worse or for good. The survivors escaped into a cave and built a new civilization beside a cave lake at around ASN 4. As the years went by, the civilization more developed. At around ASN 1240, the civilization was considered futuristic. However, social segregation developed and widened too. ~~Edin as competition for space~~ Instead of helping the poorer ones, the elites chose to oust them to the edges of the city, creating rural areas outside of the urban areas. The elites chose to erect a wall to prevent people from the rural area from coming into the city. Eventually, the hierarchy widened, segregating the population into: ultra-low income, low income, mid income, high income and ultra-high income. Small outbreaks of riots, torching, damaging of properties occurred as the demands of several groups under the ultra-high income people were not met. The city walls were eventually breached as a full-fledged civil unrest occurred between the different groups of people. The magnitude of this civil unrest ultimately led to the destruction of the humans. Humans are their own downfall. The last embers of the human torch flickered out into the death of the night. Over billions of years, the radiation dissipated gradually. The conditions on Earth slowly recovered, allowing new life to sprout. The beginning of a new chapter slowly writes itself as intelligent creatures flourish over the new green land. A new species, biologically different from humans of the previous era, emerges as the dominant species, develops into early stages of civilization. While excavating for radiation-rich rocks, the new species encounters itself across preserved remnants of the previous civilization.

Legend: After Common Era (ACE)

After Supernova (ASN)

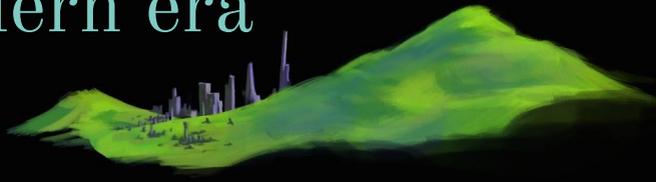
New Era (NE) Era (ATE)

Storyline draft

- Post-modern city
- Supernova explosion forces humans to go into cave
- Humans build city in cave
- Segregation of class gets more prevalent
- Civil war between the different castes
- Human extinct and ruins are discovered by a new generation species

Plotline

Post-modern era



Cave era

Supernova



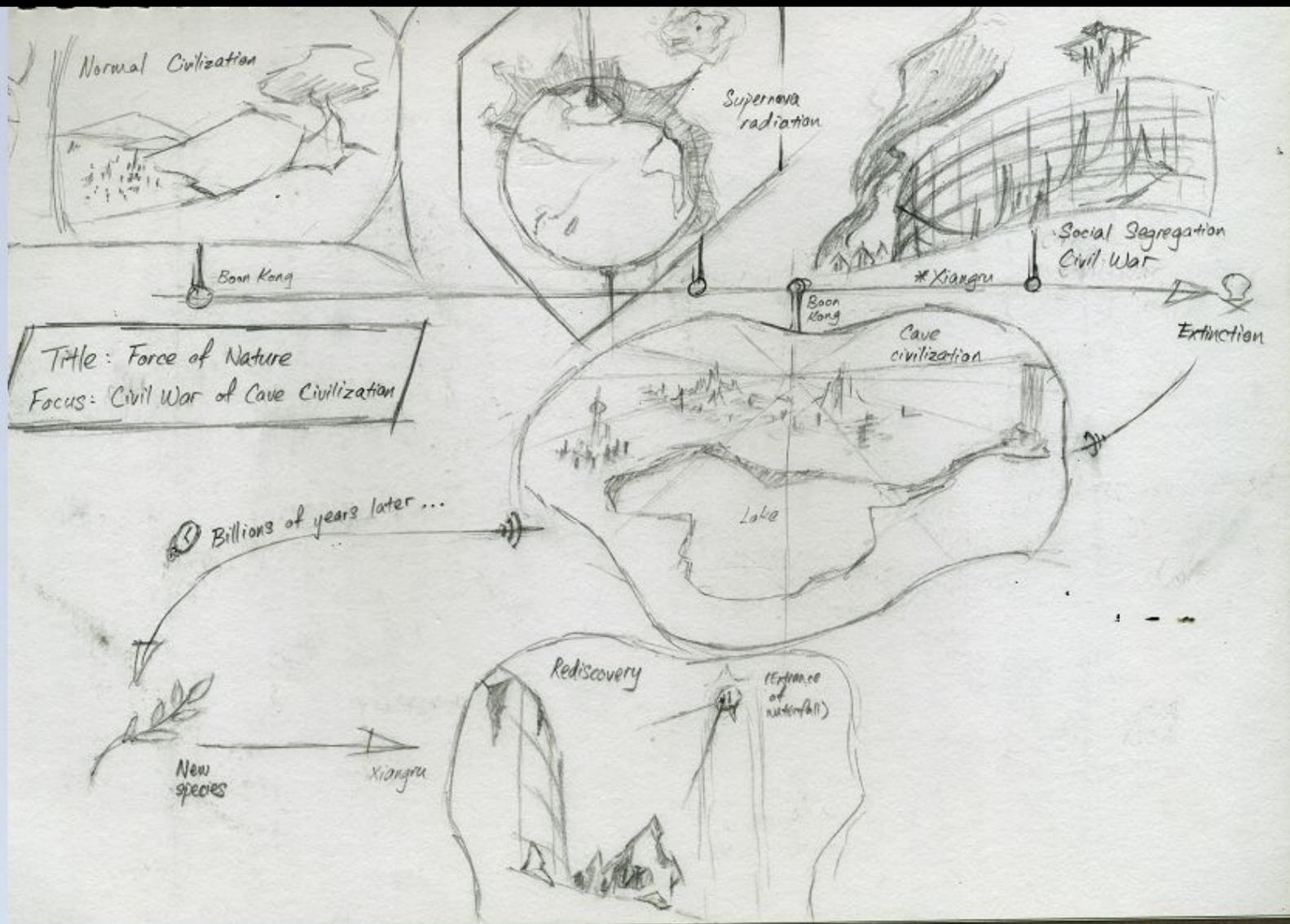
Human
extinction

Civil unrest

New species
rediscover ruins



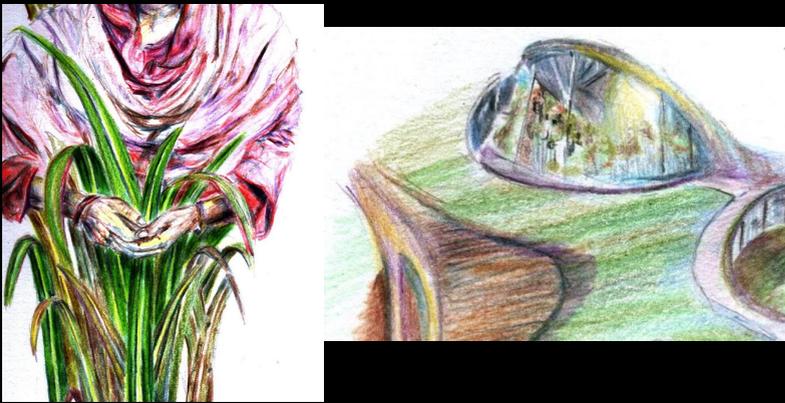
Plotline (visual)



To show the migration to the underground cave, and progression to conflicts and extinction of humans

Medium

We decided to use two distinctively different mediums to show the change in times.



Colour pencils

- For drawing the Post-modern city
- More vibrant representative of initial state of humans

Digital Painting

- For drawing — mainly the city during the cave era and during the civil unrest
- Darker tones to signify the worsening of human race



Mode of Presentation

The final artwork would be a virtual exhibition showcasing the world building of our fantasy civilization.

Artworks depicting the 3 eras (post-modern, cave, civil unrest) will be presented along with words as narrative. (Below)

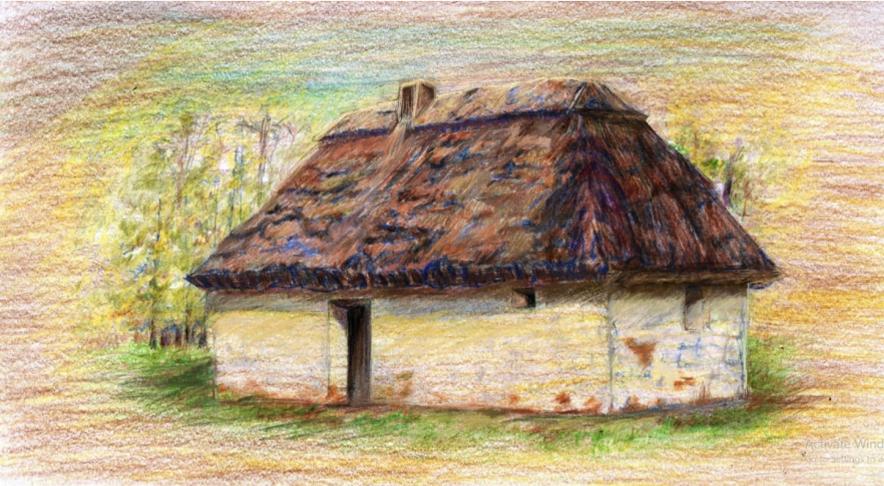


post -modern city

Cave city

Civil unrest

Exploring Medium



Mixing the two mediums together enabled for the colour-penciled drawing to be refined and colours to be intensified.



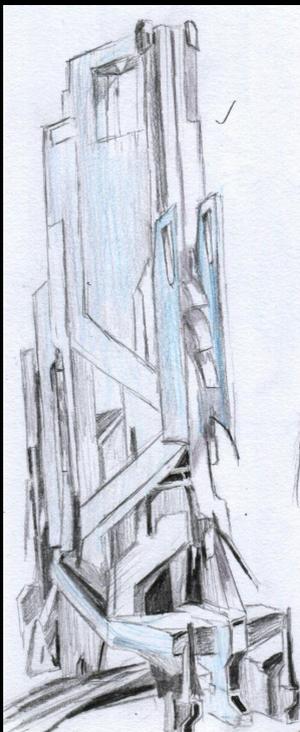
We considered employing this technique for our first canvas of a post-modern city to enable smoother transition from the post-modern city canvas to the cave city canvas



Genres

We pondered upon the possible themes that our cities, post-modern and cave, could be designed according to:

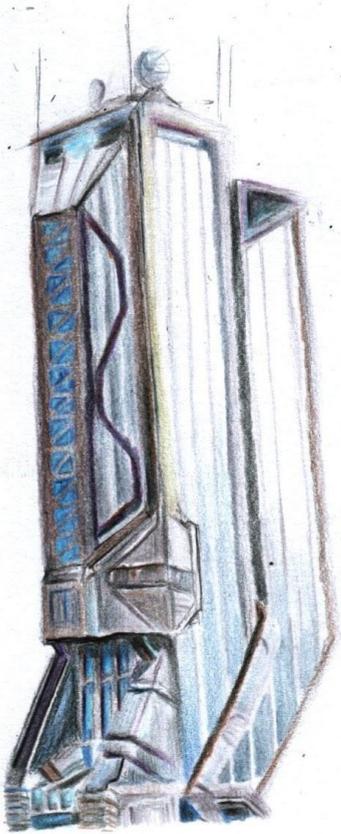
- Medieval
- Sci-fi and technology
- Cyberpunk
- Fantasy
- Dystopian



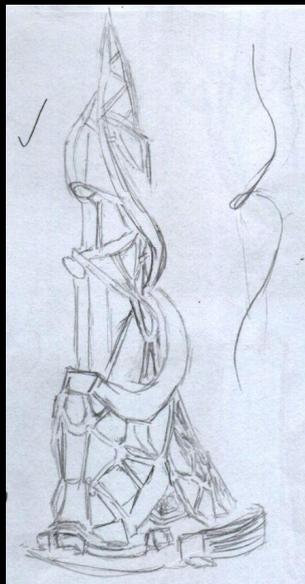
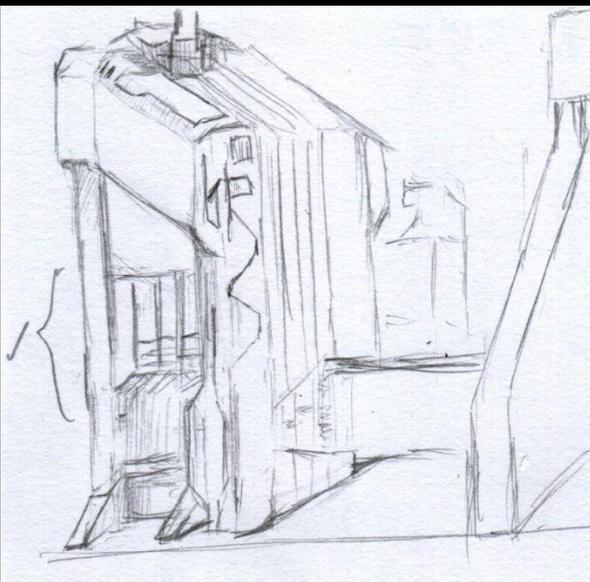
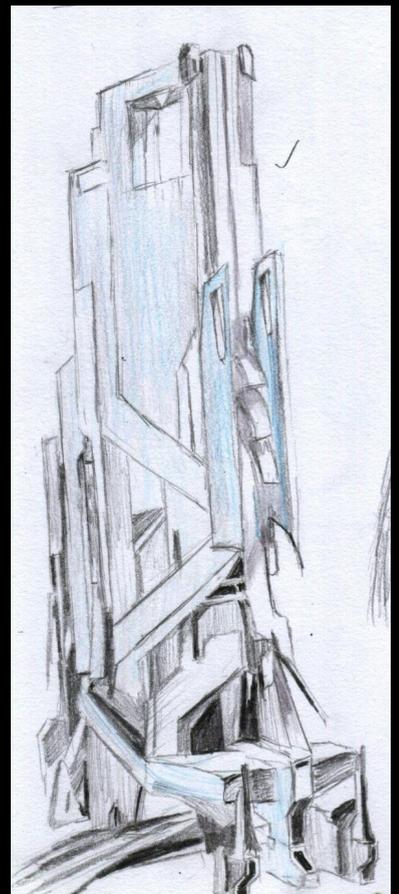
Development of project

Post-modern Era

Inspired by the sci-fi and techy themed buildings, we decided to follow the follow this theme for this era.

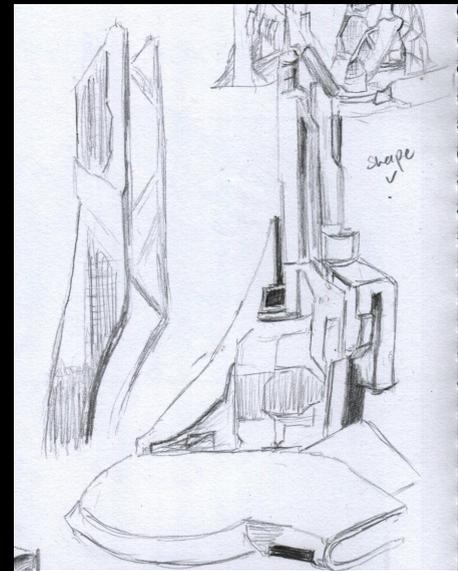
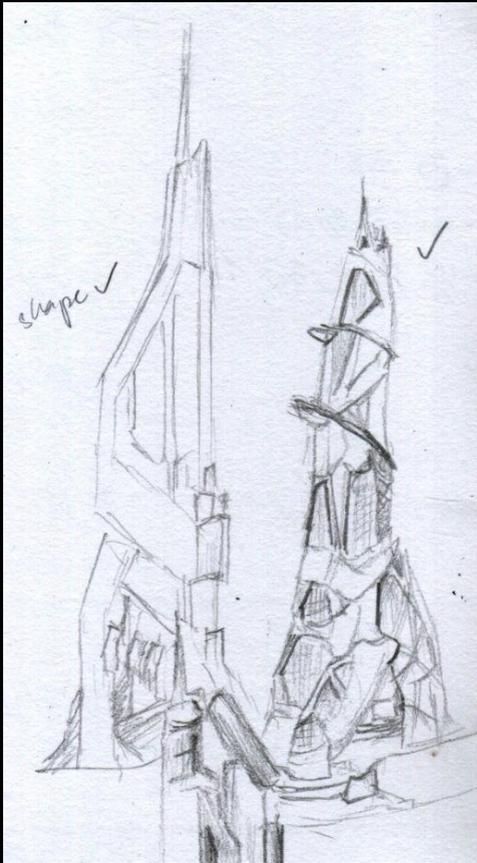


Following this, we drew similar style buildings for our reference in designing the post-modern city

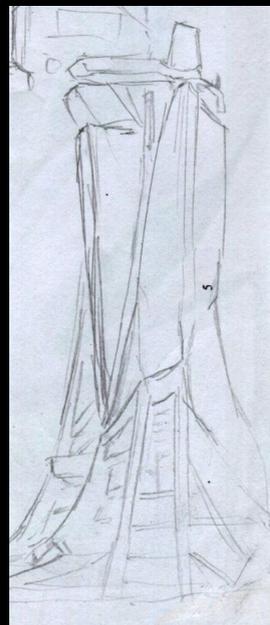
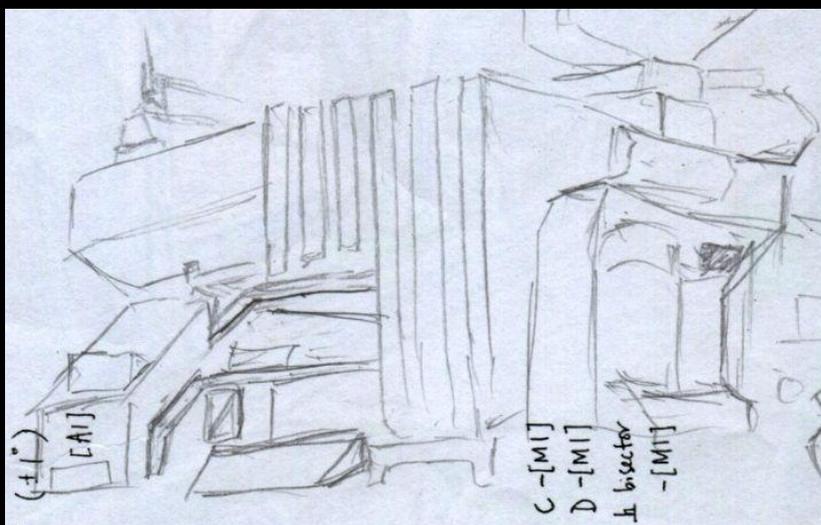
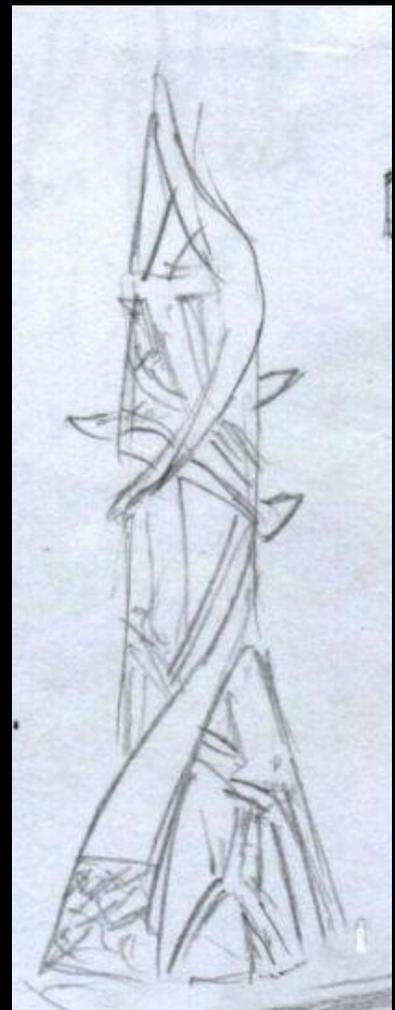
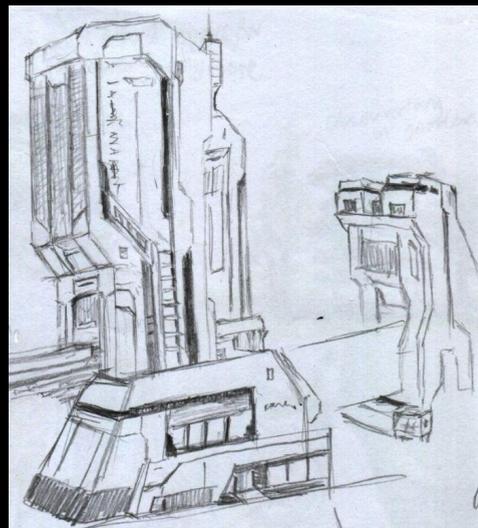


Post-modern Era

We drew more buildings to familiarize ourselves with the characteristics of the sci-fi, techy architecture.

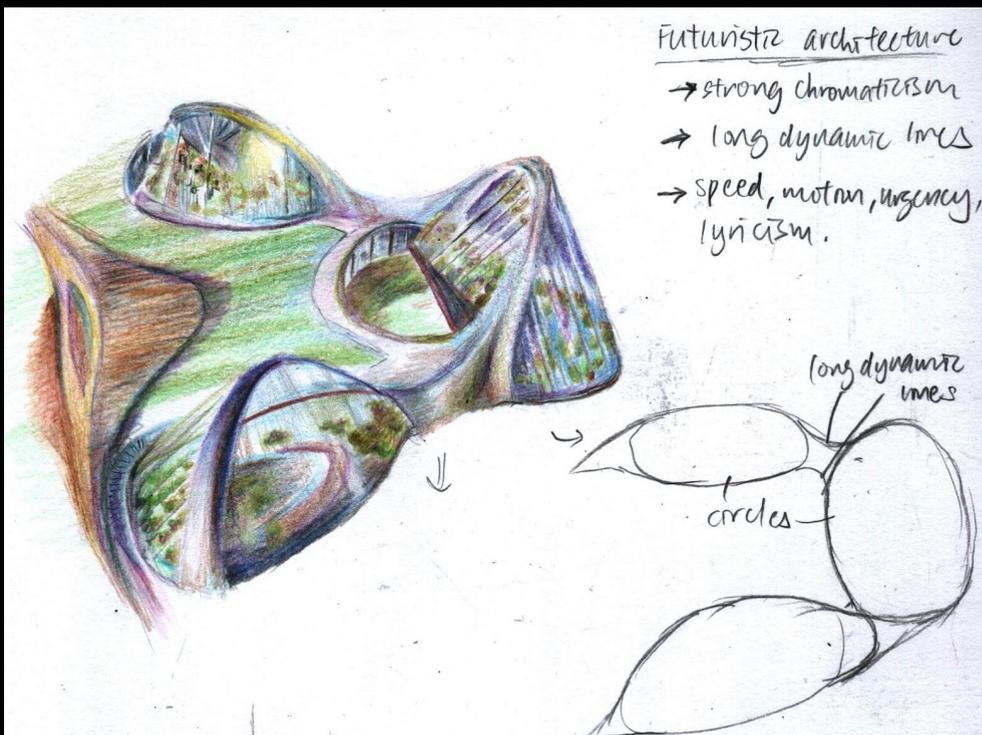


Characterised by long, vertical and slanted lines of windows and wall



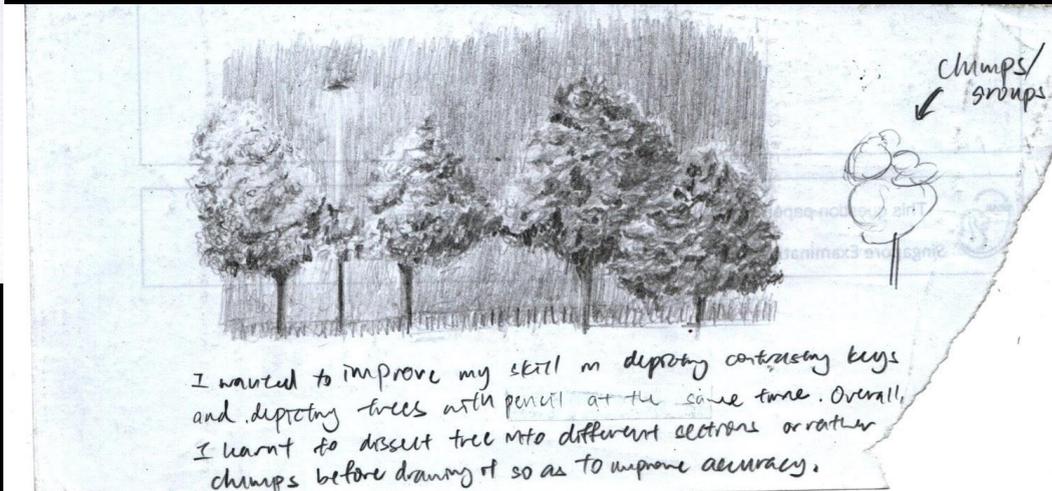
Post-modern Era

We wanted to imbue the organic, dynamic and free-flowing lines signifying movement into our post-modern architecture too





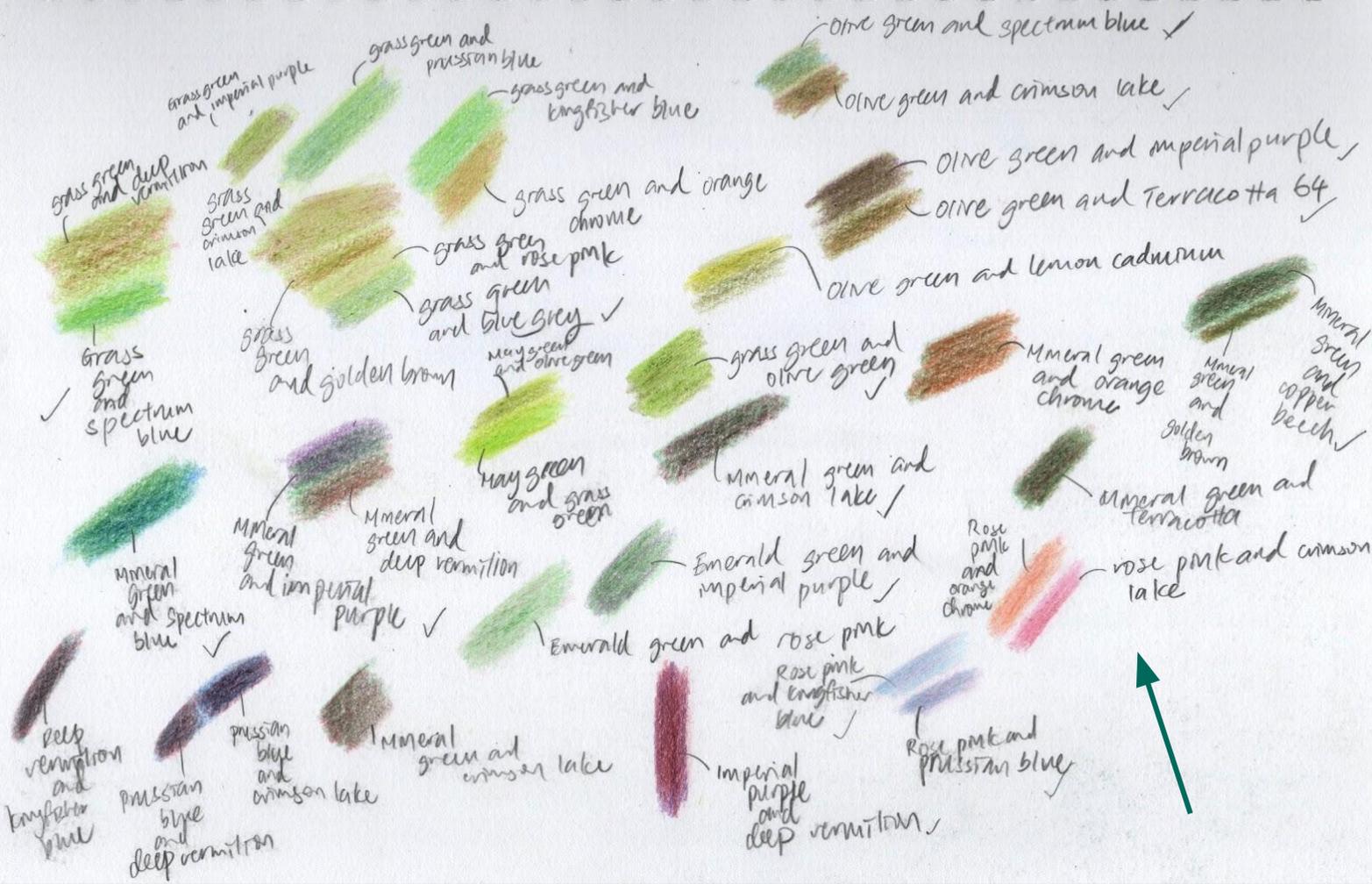
We drew multiple trees to familiarise with their texture and leaf growth patterns. We learnt to classify and draw the leaves on trees in clumps to get the shadows in the trees right



Starting out with pencils, we then progressed into colouring with colour pencils.



Yet, the colour looked flat on the drawing an uninteresting with minimal mix of various colours.

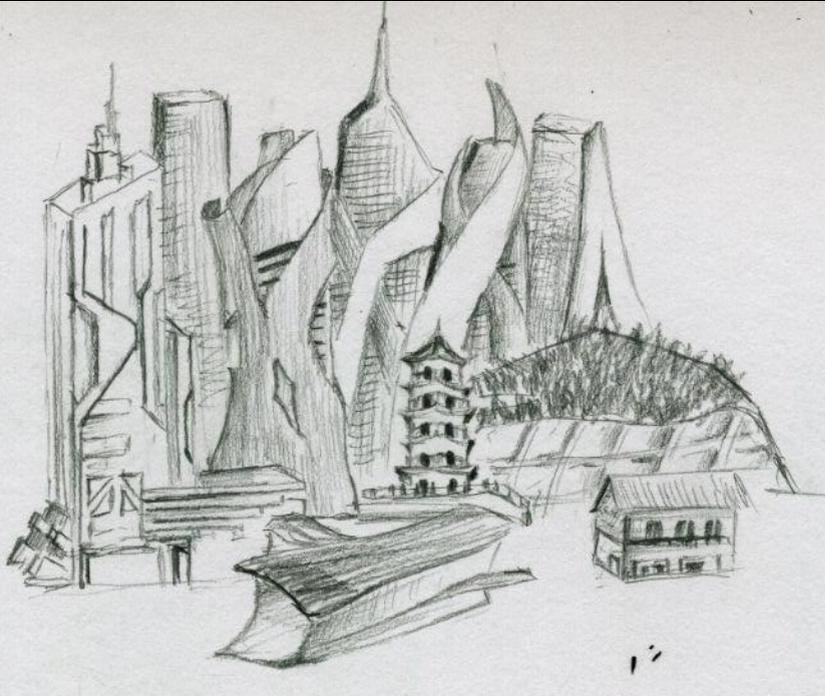


We experimented with different colour combinations, and ticked what we found would be useful.



As a result, our subsequent drawings of trees had more depth and appeared more 3D

Post-modern city



We mixed futuristic architecture with modern ones to show the remnants of the modern era at the same time in the post-modern era. (Left)

We sketched the various architecture in different parts of the city.



Structures in 'green pocket'



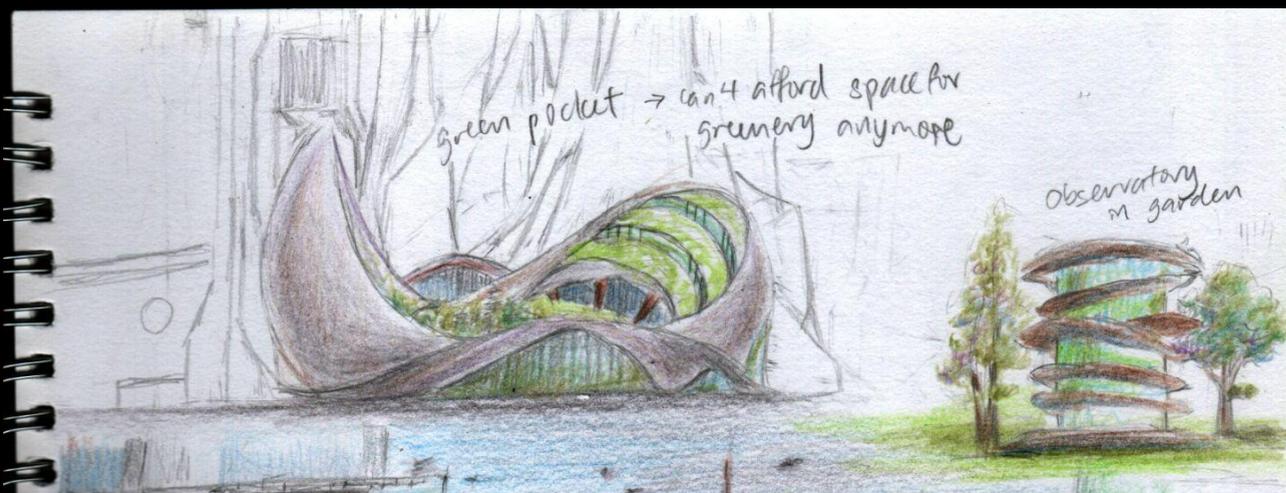
City and nature pocket

Post-modern city



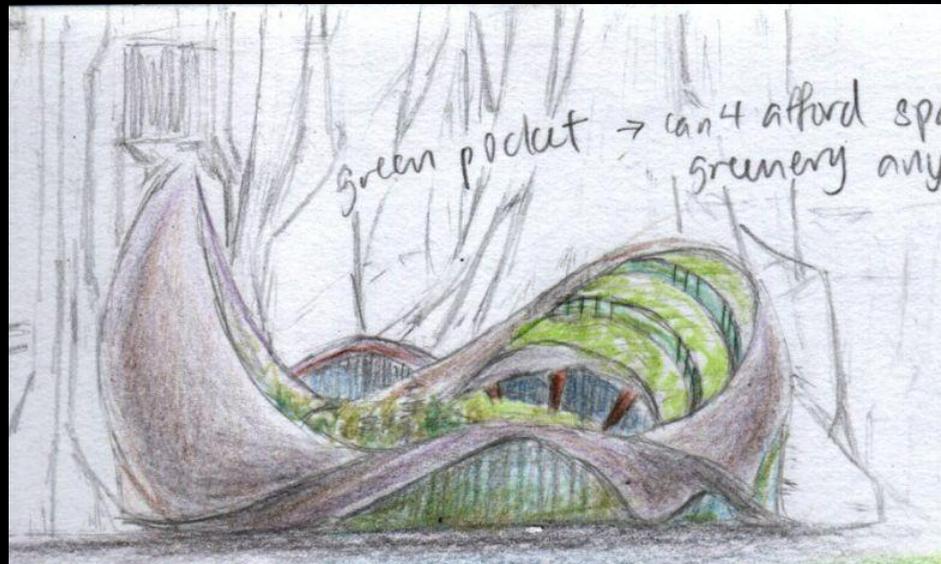
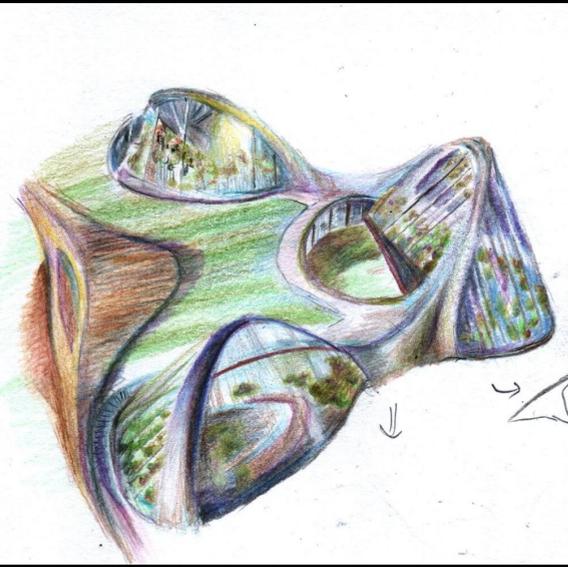
The idea of a green pocket dug under ground level would mean large areas of land is needed. (Left)

However, we intended for more space to be allocated urban instead of nature as the post-modern city would prioritise development of human race instead of the environment.



Subsequently, we came up with a design where the nature pocket is built within an architecture characterised by organic free-flowing lines. (Above)

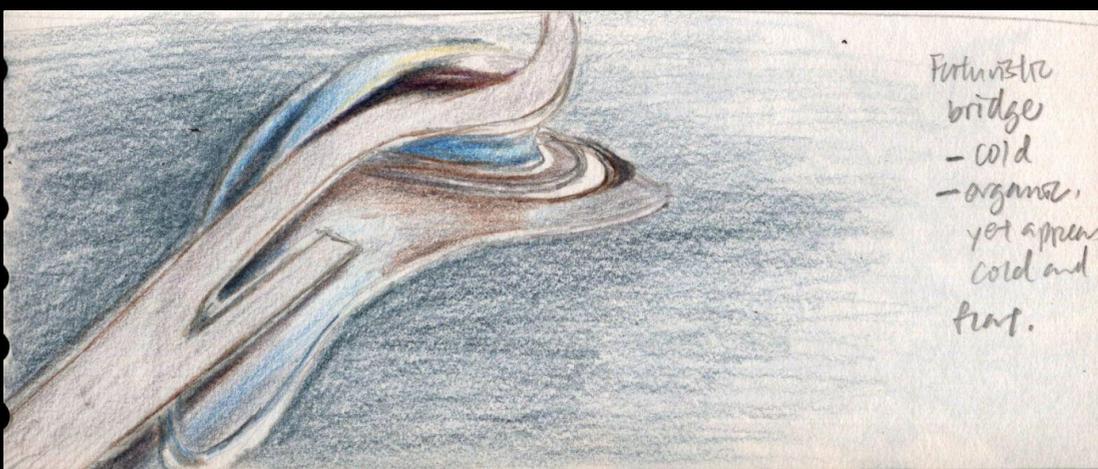
Post-modern city



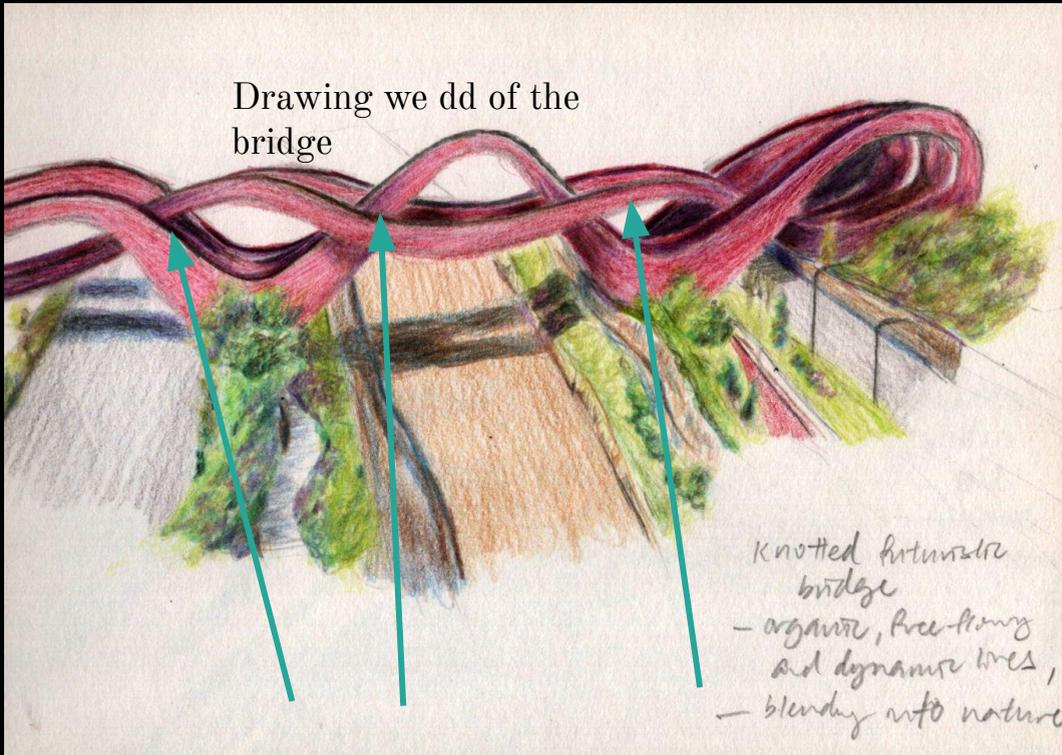
Inspired by the general semicircle shapes applied in the building of Ecorium, we designed and drew our nature pocket in the same style. (Above)

Bridges, an important avenue of connection, would be even more important and prevalent in the post-modern, hyperconnected city.

Hence, we referenced several futuristic bridges like this one below.

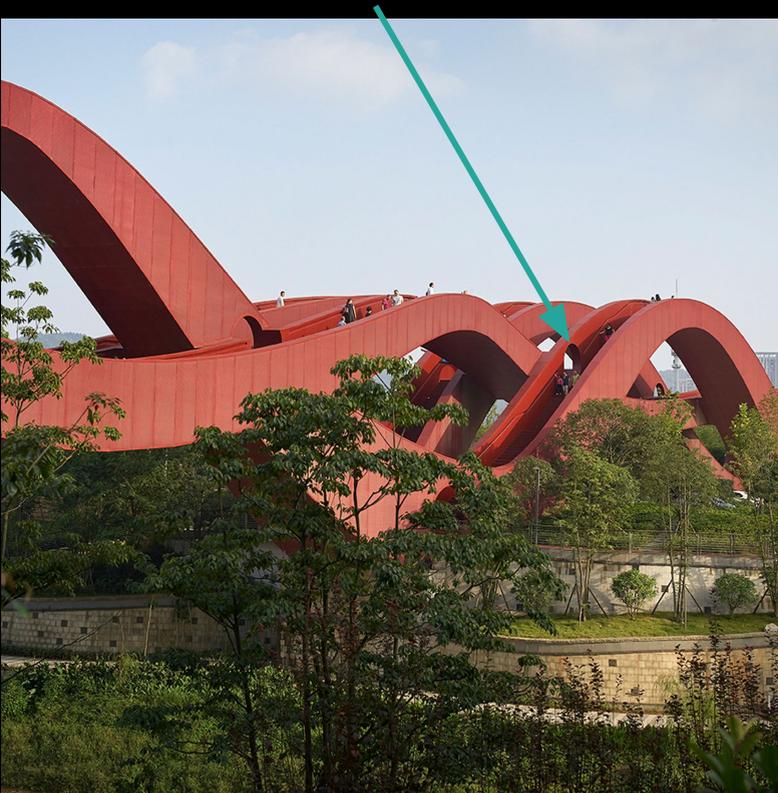


Post-modern city



We referenced to a futuristic ribbon bridge in China, made up of various intertwining bridges, that was characterised by dynamic lines suggesting of movement.

There are several points where the various bridges in the ribbon bridge meet, where people crossing the bridge could interact and socialise

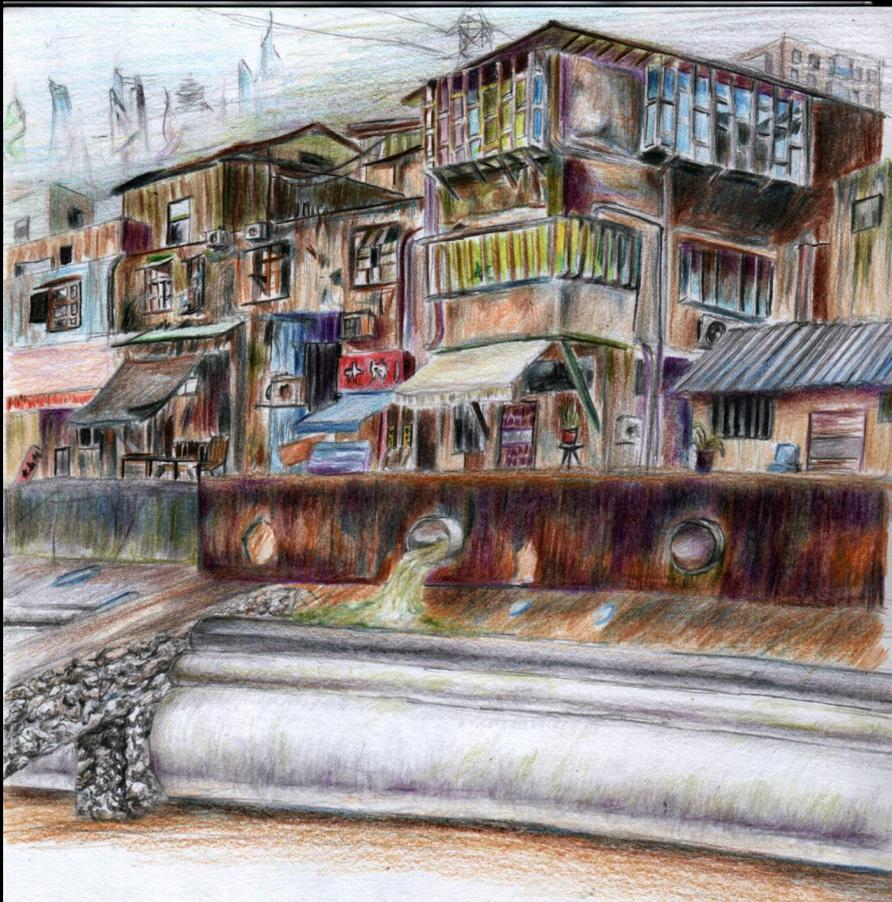


Hence, we decided to incorporate characteristics of this bridge into the city

Source: Dezeen

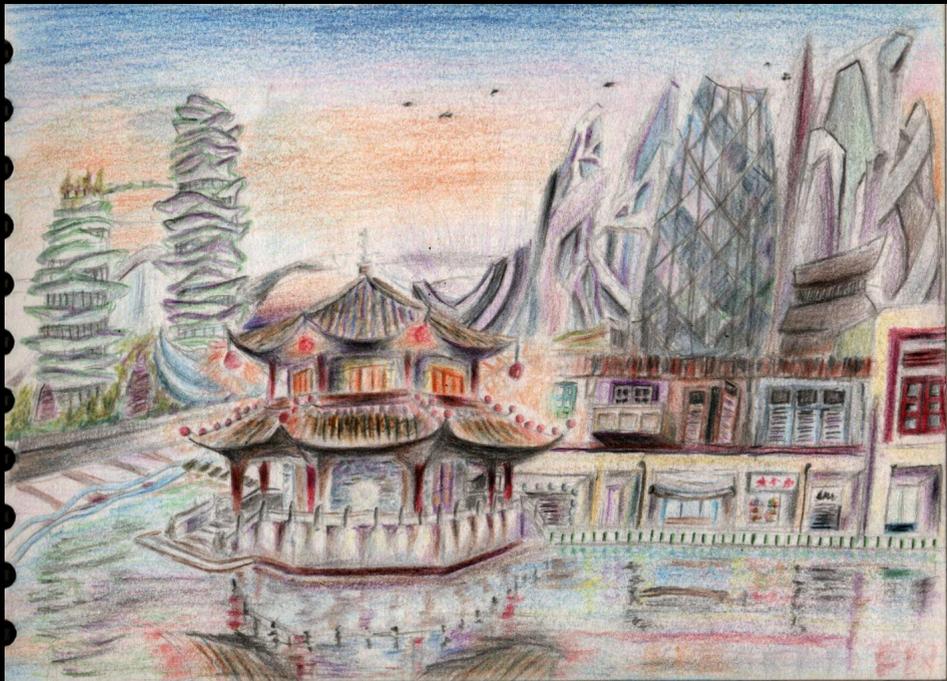
<https://www.dezeen.com/2016/10/26/lucky-knot-bridge-red-next-architects-dragon-king-harbour-river-changsha-china/>

We also wanted to add slums in the post-modern city to show the lower castes and segregation of classes in society.



Adapting from a picture(Above), we drew the slum to be enveloped in haze, with discharge of polluted chemicals while the post-modern city stands gleaming afar.

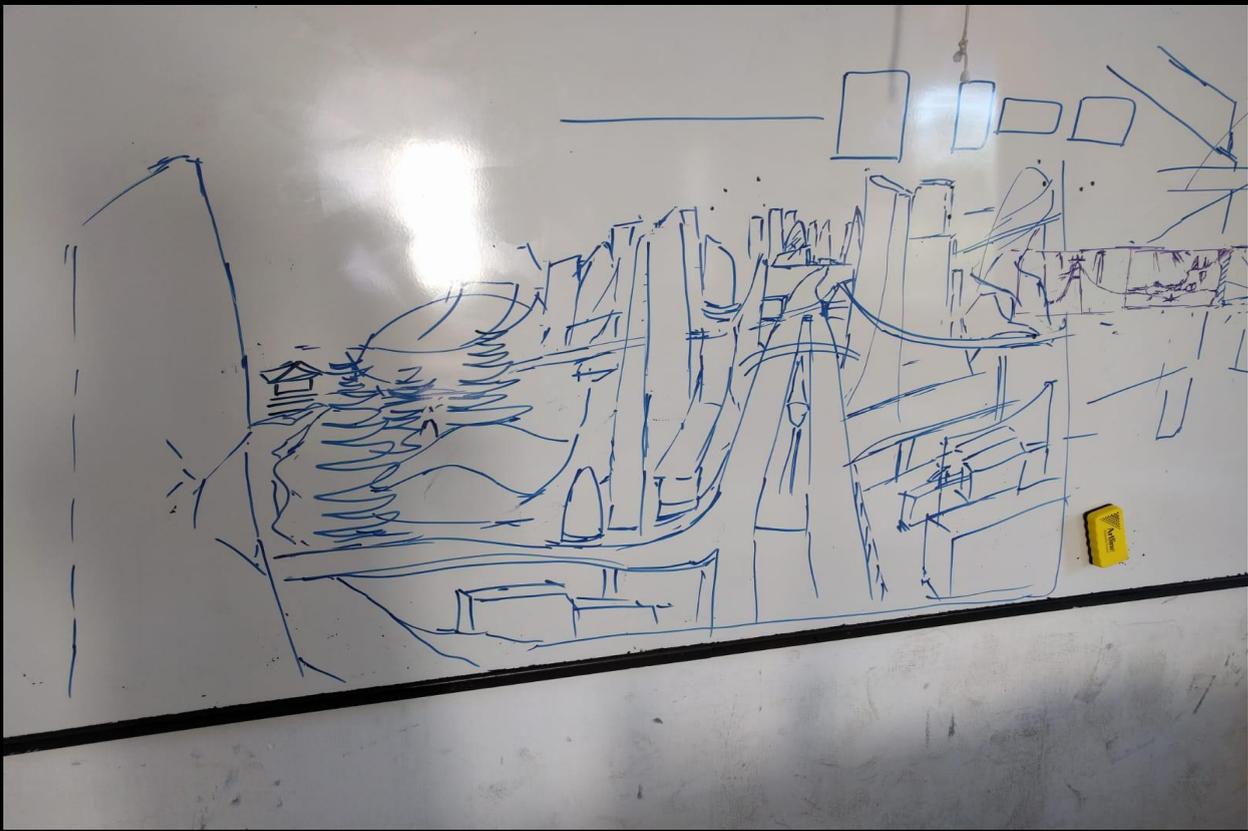
Sketching various parts of our city, we fused both modern with futuristic architecture to show both “past and present” in the context of the city.



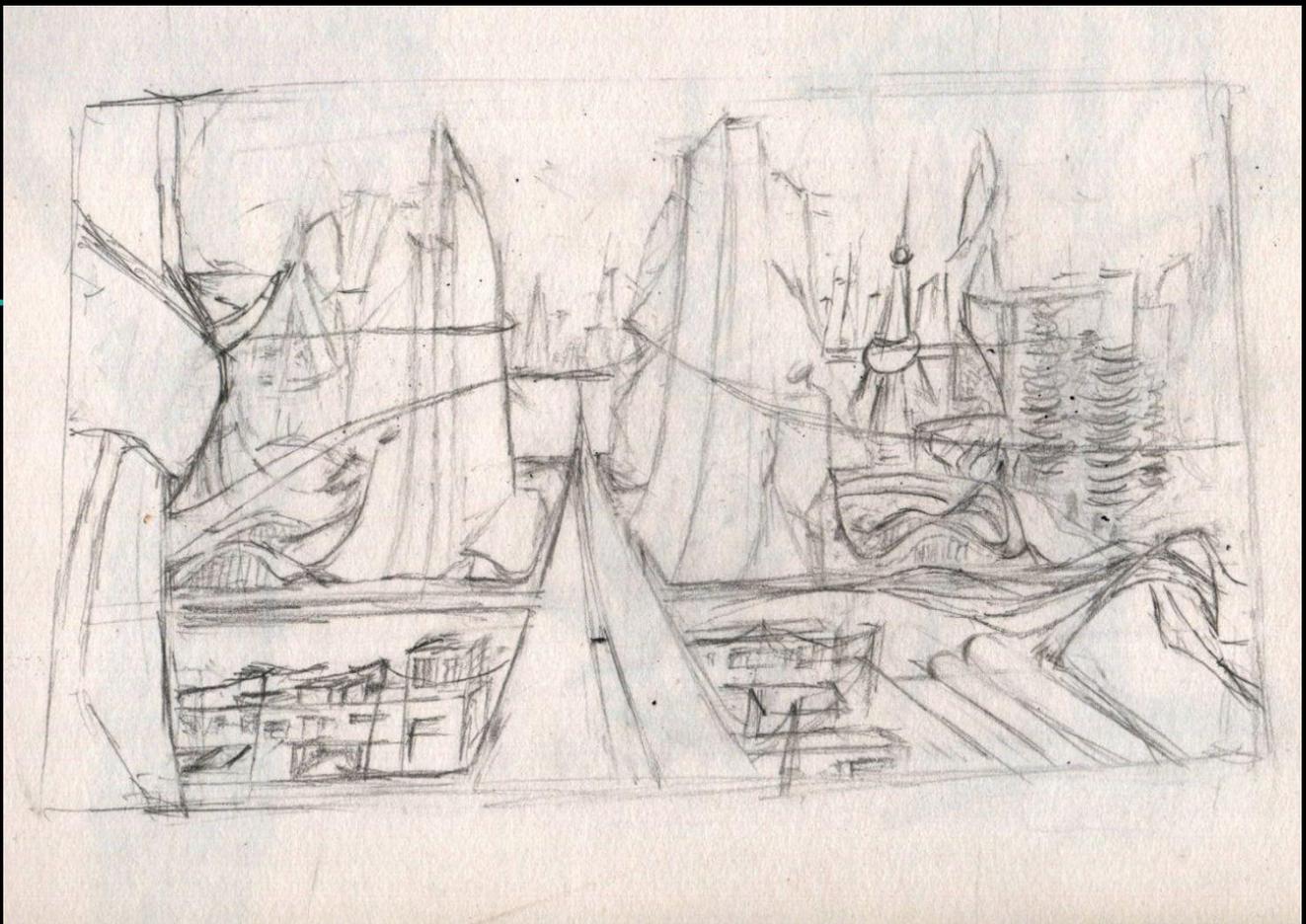
We also adapted a bridge from the ribbon bridge



We included levitating eco vehicles to show advancements of green technology. Modern cars would be akin to antique cars in the post-modern city

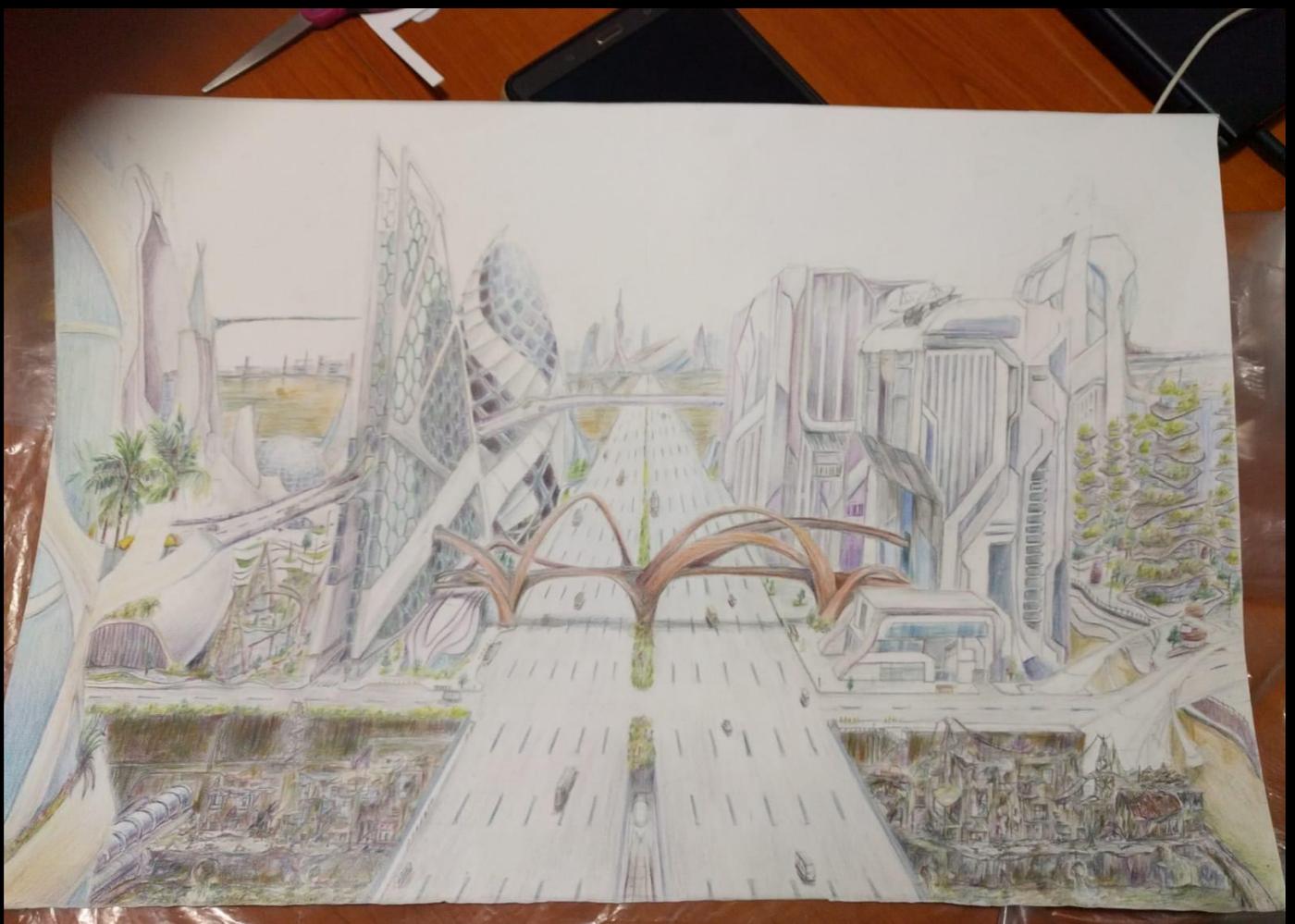


We finalised the layout of the post-modern city, futuristic buildings tall and clean in contrast to slums at the bottom, highways high in the air and nature pockets.





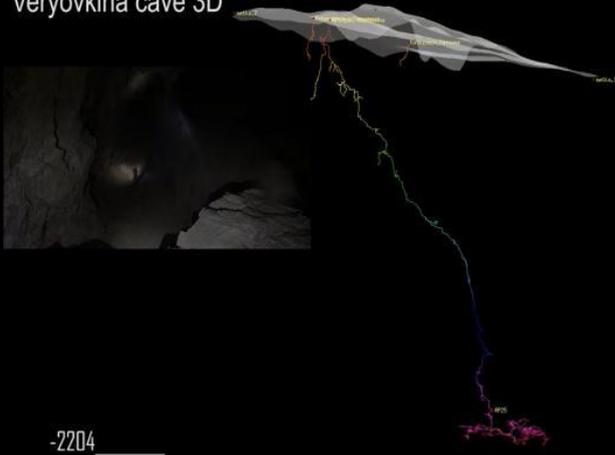
— We also experimented with depicting night scenes that we possibly utilise to show the other side of the post-modern city at night, instead of just showing the day.



Cave Era

Veryovkina cave
(below)

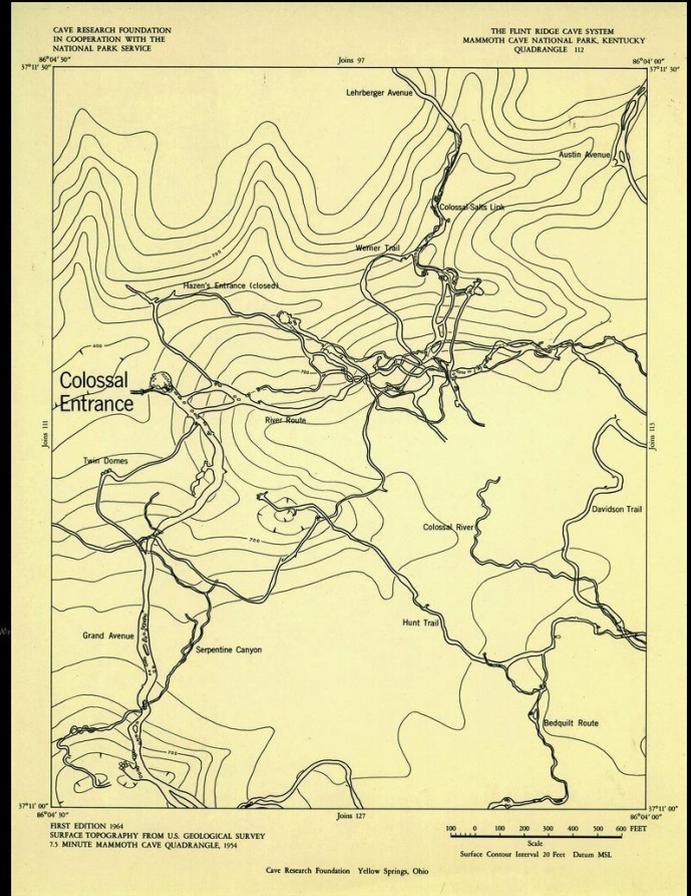
Veryovkina cave 3D



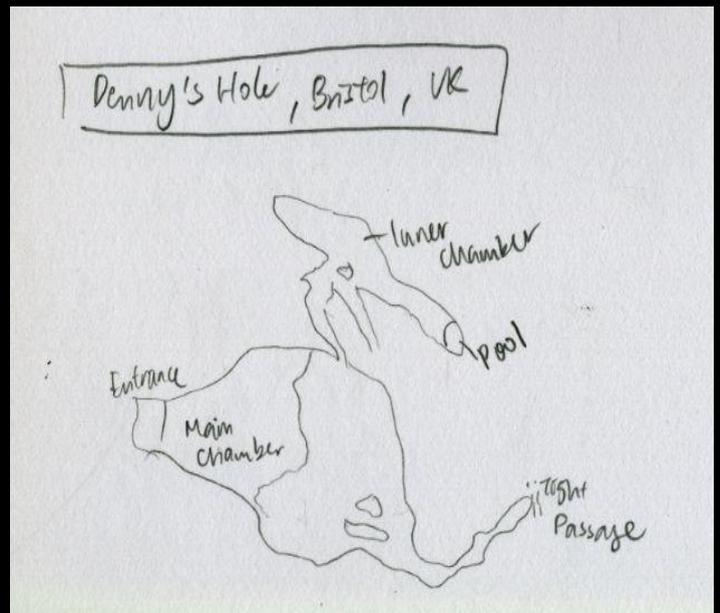
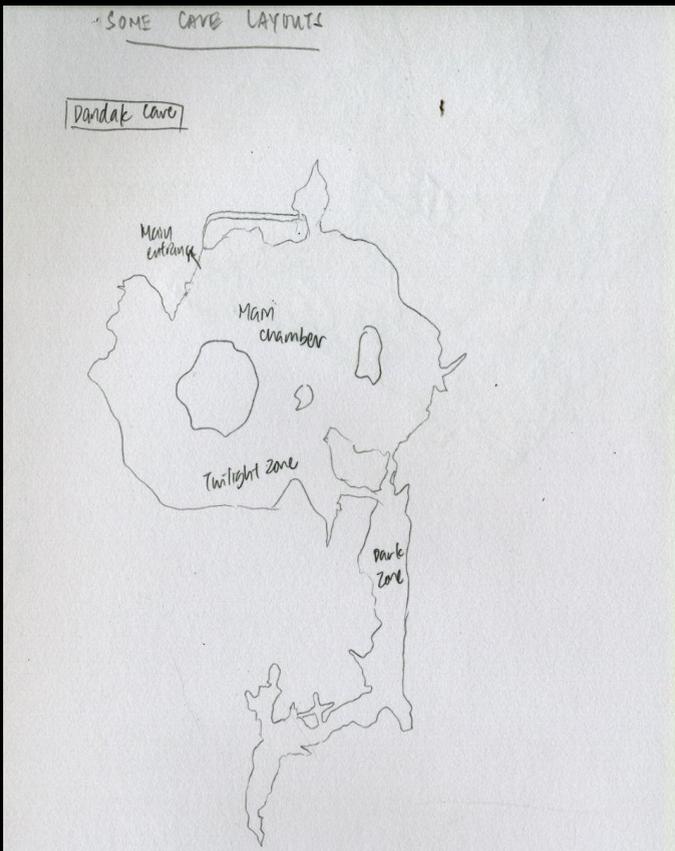
-2204 _____

Activate Windows
Go to Settings to activate Windows.

We referenced caves for our layout of the cave.

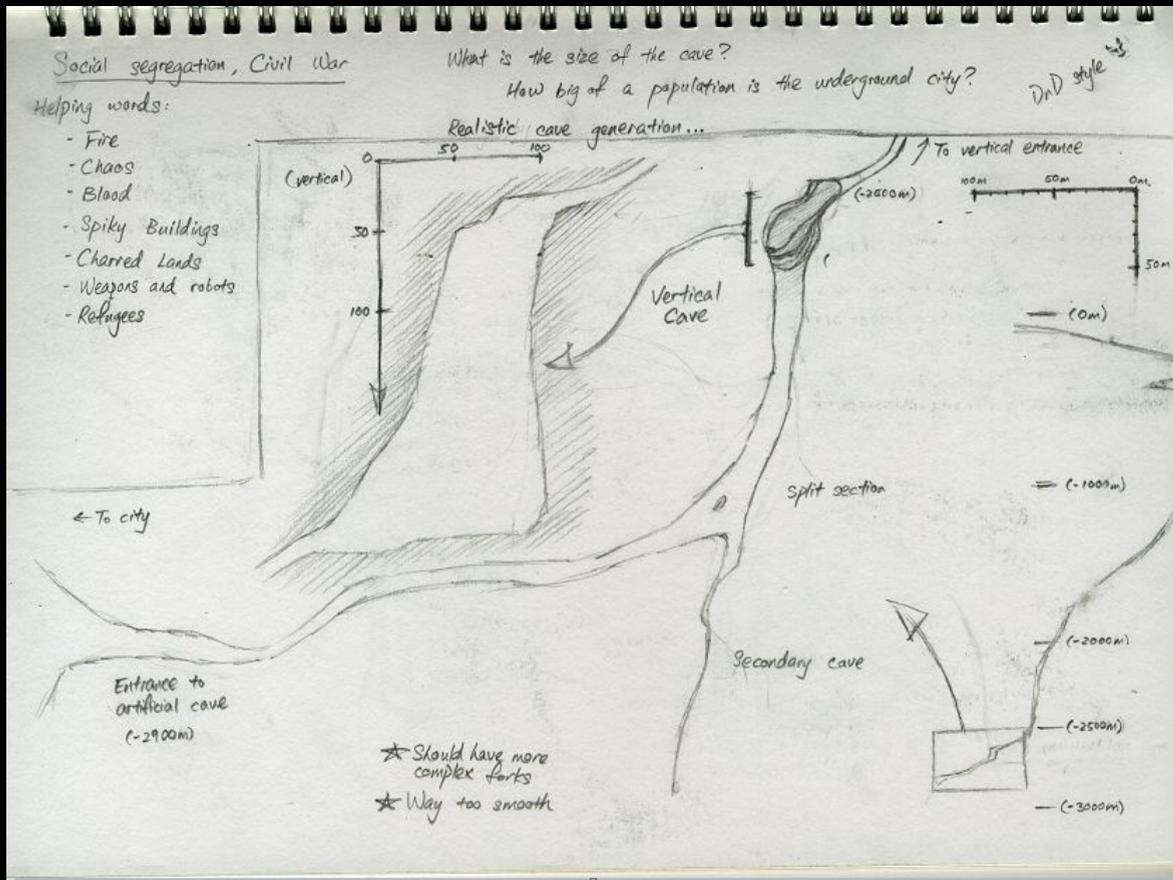


Mammoth cave (above)



Dandak Cave, Malaysia (left) and Denny's Hole, United Kingdom (Above)

Cave Era



We came out with the cave layout.
(Above)

Referencing from a limestone cave, we experimented with drawing the cave to familiarise with the tones and colours. (Right)



Cave Era

Suggested: Latest Uploads | Proko 

Proko



We referenced online painting tutorials of rock surfaces to familiarise with the effect of rays of light striking a surface in our enclosed cave

Landscape Digital Painting Tutorial



Cave Era



We referenced pictures of buildings made from soil directly to design our middle-caste city area in the cave (above)

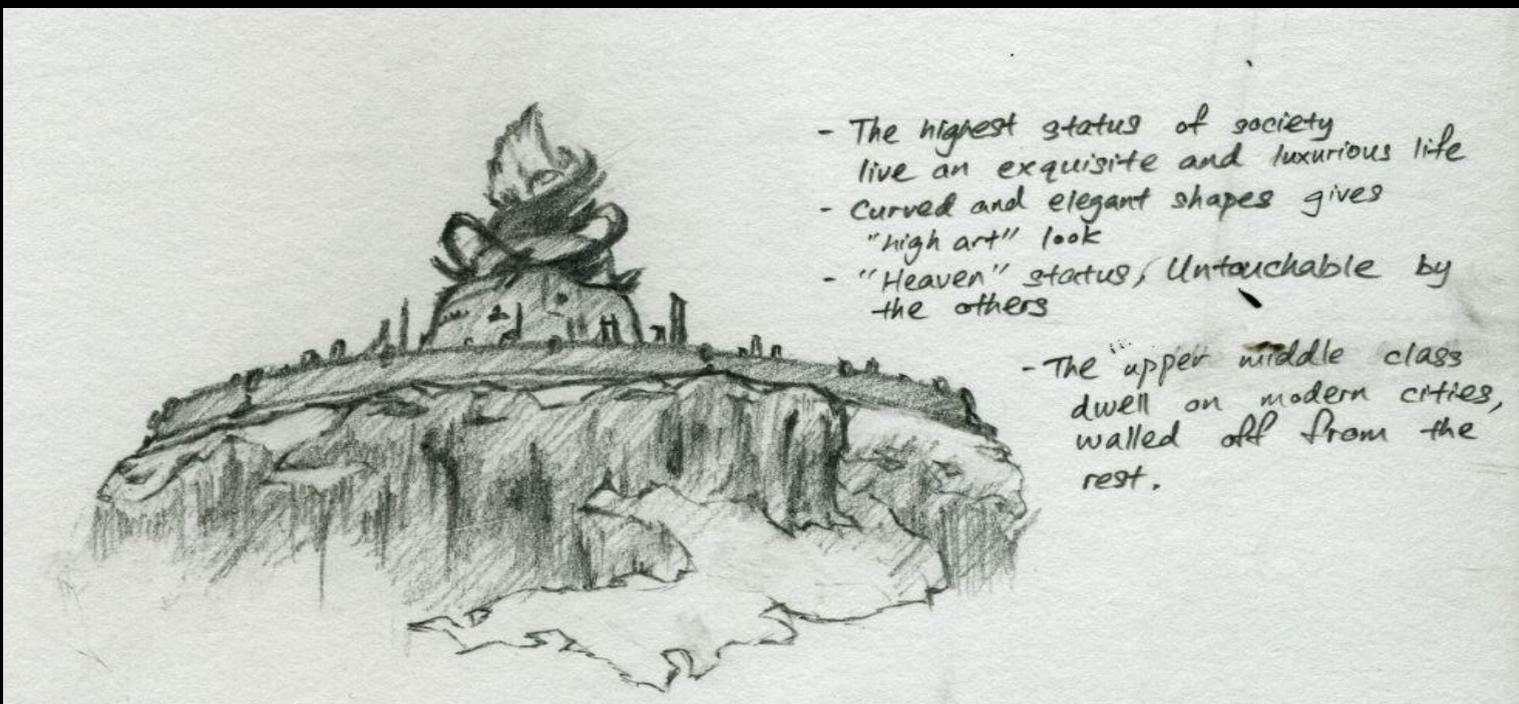


We referenced cliff surfaces to familiarise with texture of the cave

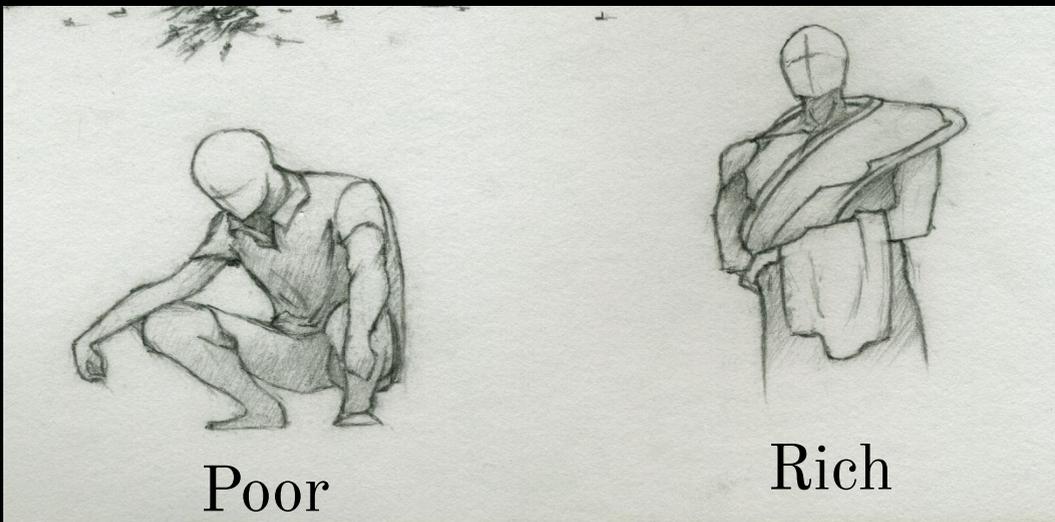
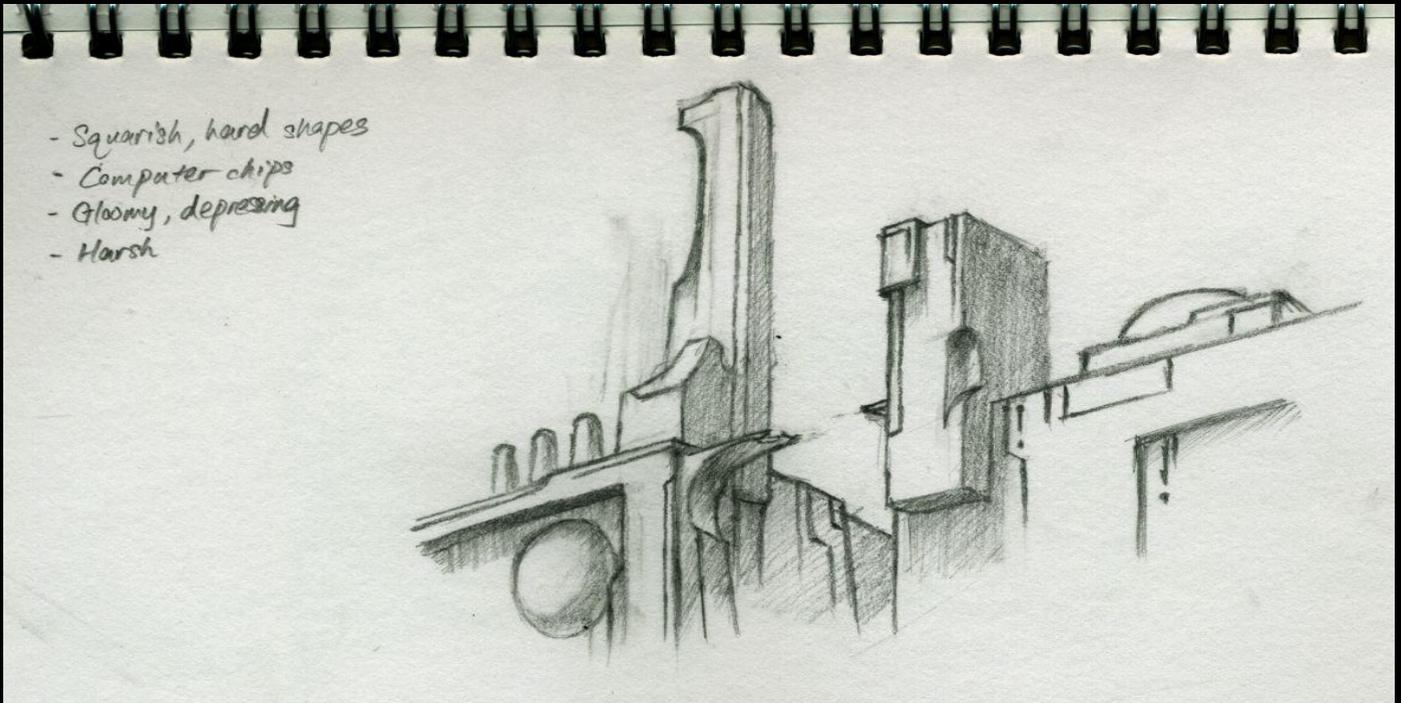
Cave Era



We drew out views of the cave city with the city being built on the cave platforms. Lower castes live on lower levels in the cave to represent the hierarchy.



Cave Era

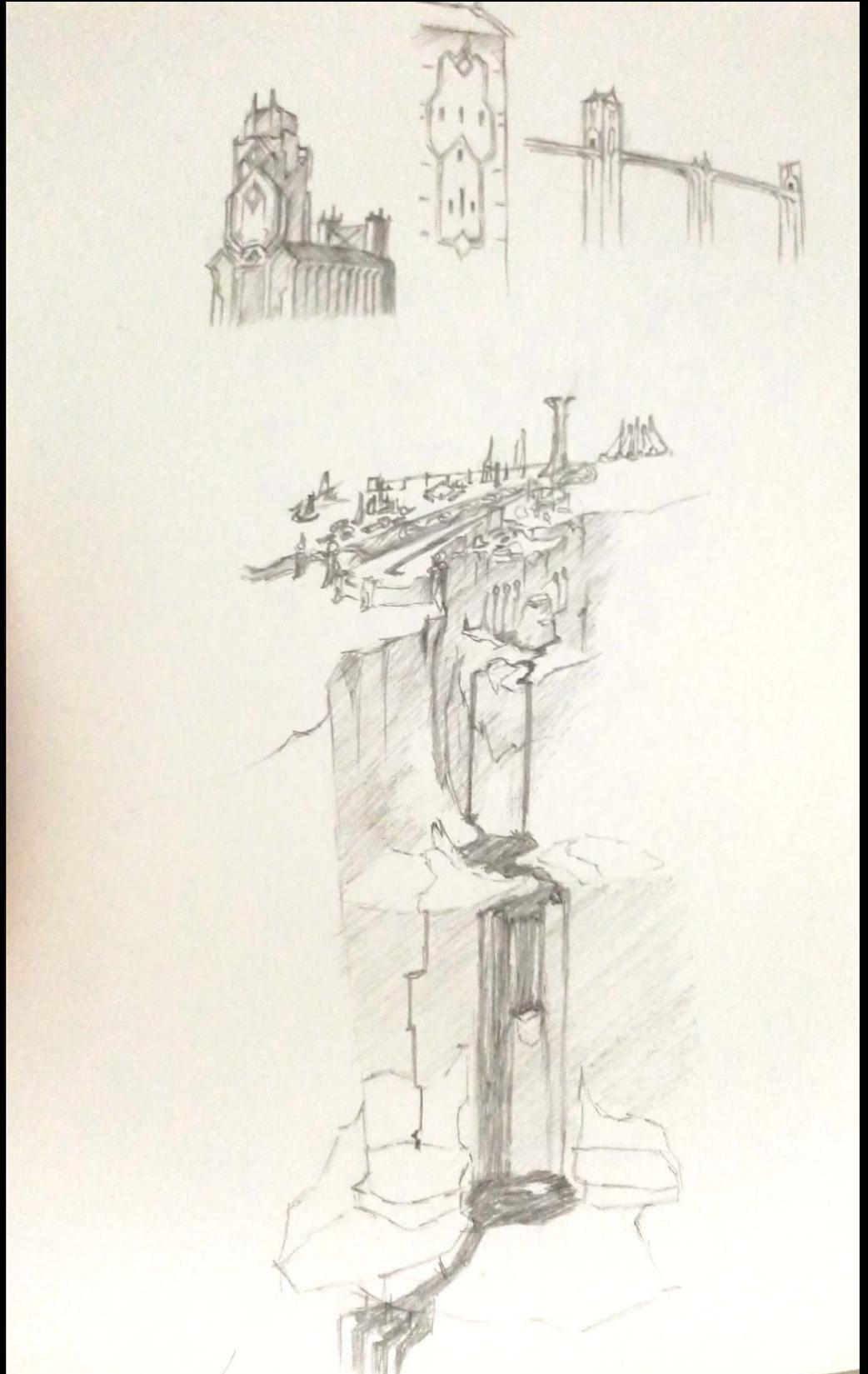


(Left) Sketch depicting clothing and postures of people.

We sketched the close-up of wall (meant to segregate higher caste from the poor) and architecture of the futuristic city centre.

Cave Era

We sketched the various architectures in the cave city, including possible bridges and connections in the city, deciding to add in a waterfall to emphasise the height of the cave cliff face.



Cave Era

- 1) Level of Conflict ☹️
 - 2) Duration ⏳
 - 3) Period
 - 4) Location] Place 📍
- Setting

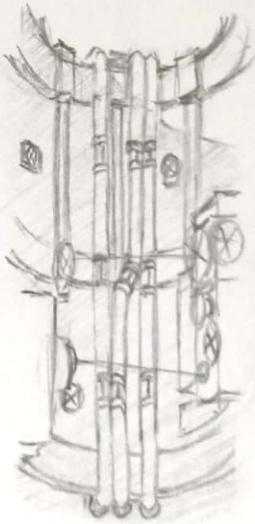
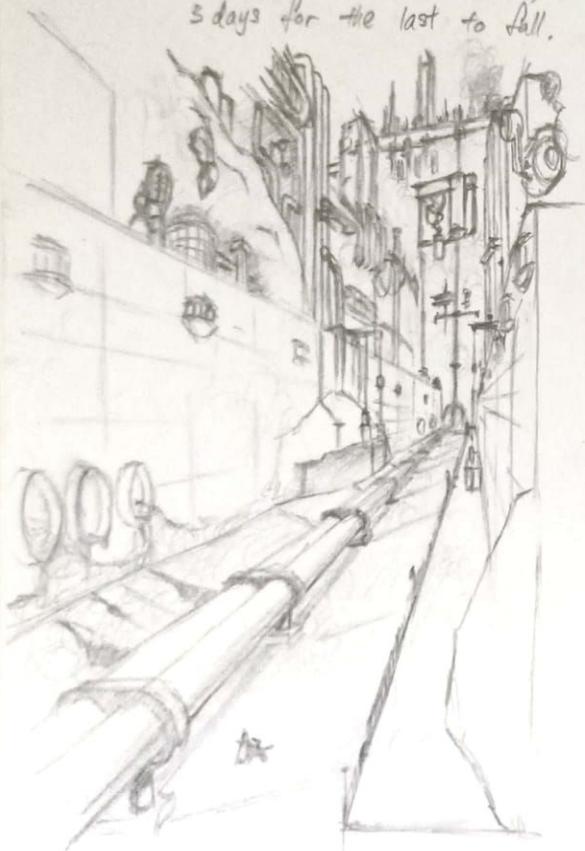
Level of Conflict: Precious ore mining, monopolised by the high status, oppression on the weak

Tipping point: Introduction of androids to replace jobs, Revolution group commit arson and vandalism, Blame pinned on poor

Duration: 3 months for chaos to descend,
3 weeks for blood to be shed,
5 days for the last to fall.

Methods of conflict:

- Arson
- Assassination on high status
- Full-out war refined high tech
(Tanks, crystal-powered guns, drones, androids)
- (Toxin gas, crystal bombs, use of terrain)
- Final slow death (To the surviving civilians, the scavenged rebels, retreating soldiers): Crystal veins become unstable from explosions, increased flooding from leaking groundwater, final cave collapse.



We sketched the canal in the slum area, exploring an angle where the canal leads the viewer's eye to the futuristic city afar.



Cave Era

We referenced these pictures for creating slums in the cave where the poor live and work in pollutive factories. We intended for smog to cover the slum area like in these pictures.



Cave Era

Highest caste city

Far-away city

Middle-caste city area

Slums, polluted area

Smog, pollution

Finally, we sketched the layout of the city on the canvas

Cave Era

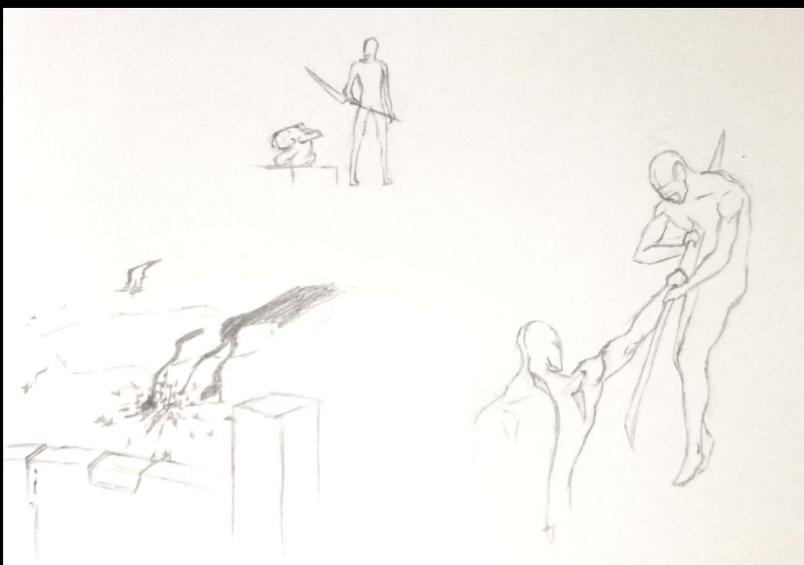


We first drew the cave, before drawing the middle-caste city area.

Civil unrest



We referenced various apocalyptic world-building for our civil unrest era.

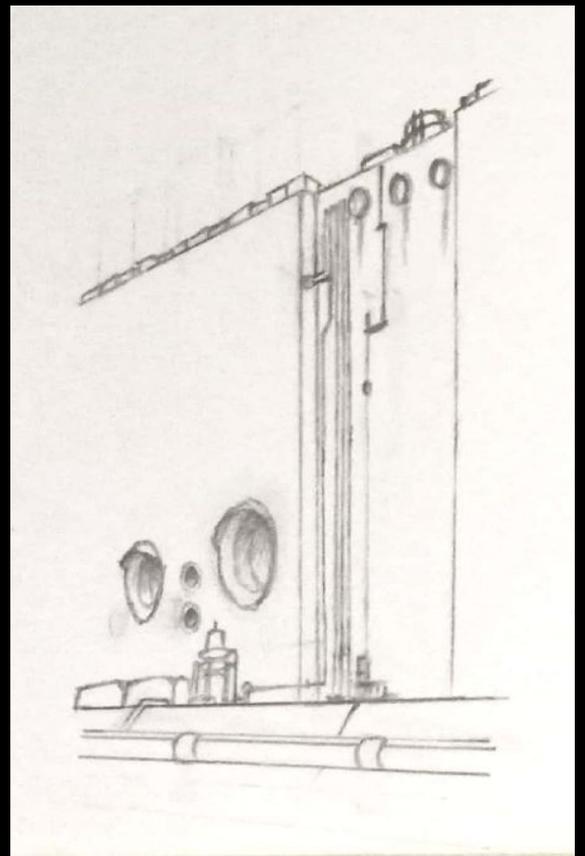
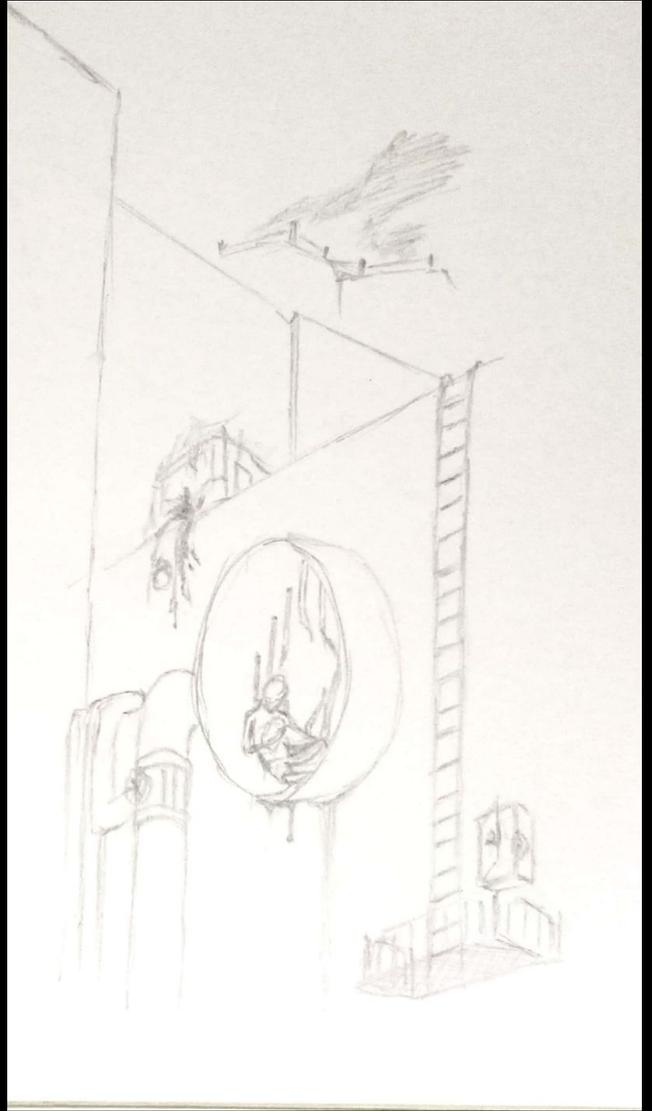


Civil unrest

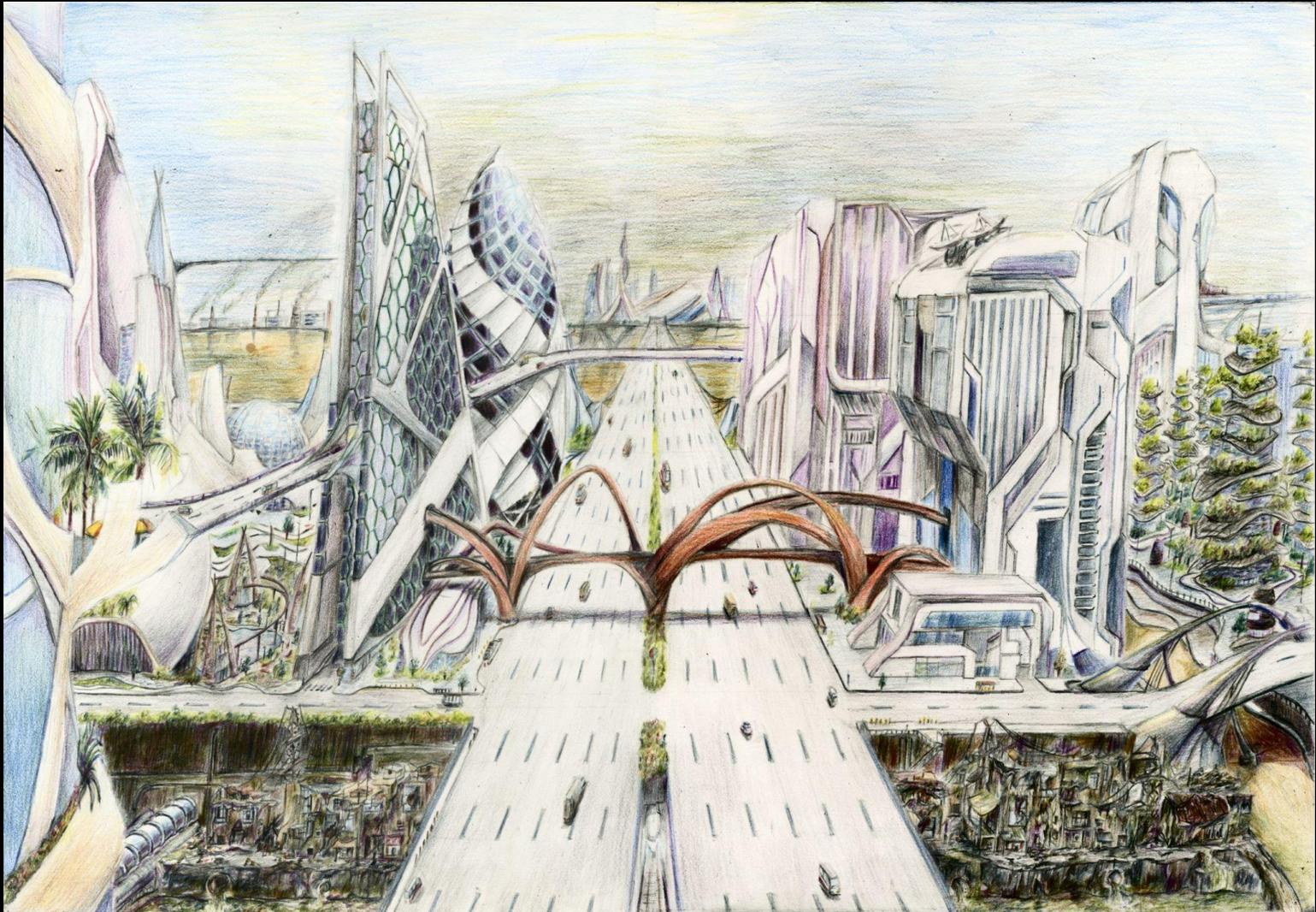
We made sketches and went more in depth in the environment of the civil unrest.

On the right are sketches of different areas of the future dystopian city, focusing on showing the sewage systems and lifestyles that residents take on down there.

However, this would have made the work too pessimistic. We wanted to convey a more uplifting message to the audience and we also wanted to place more focus on the intricate interactions in the post-modern and cave era.



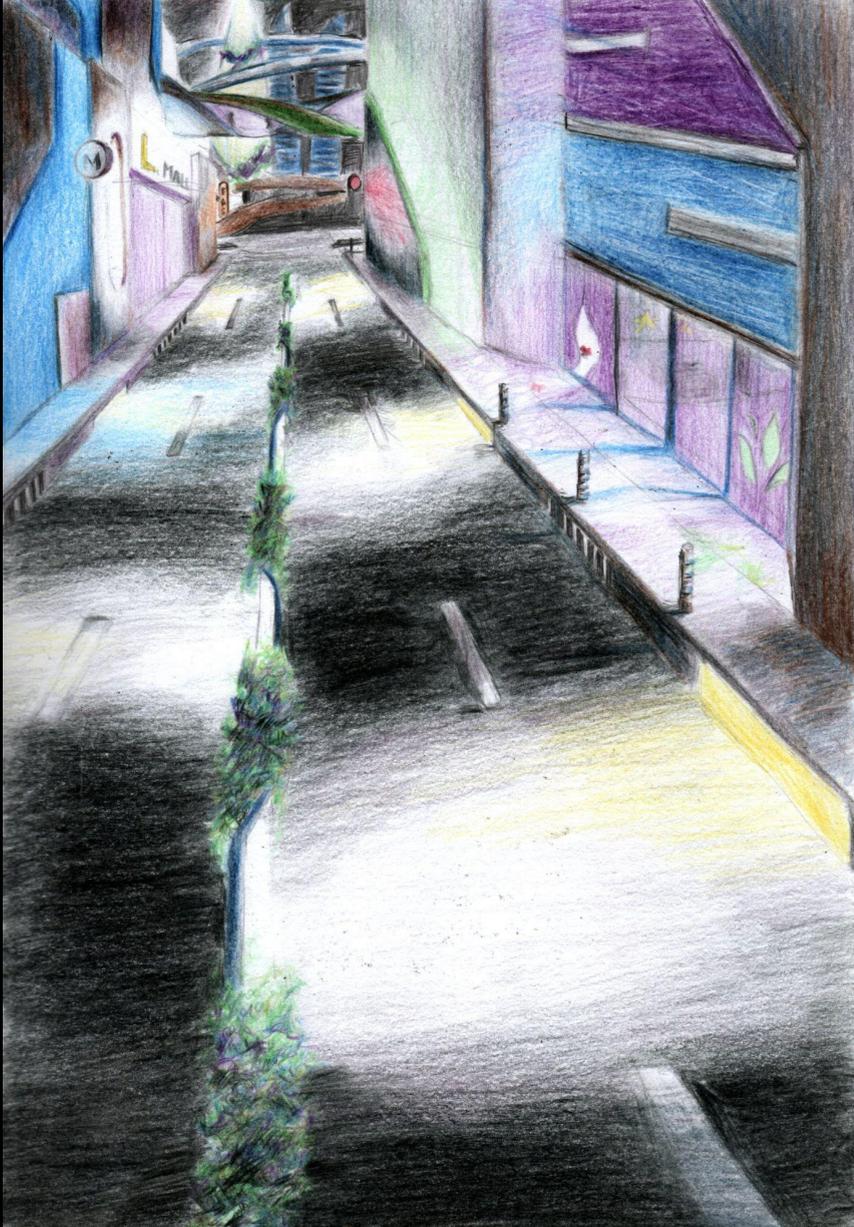
Final work #1



Final work #2



Final work #3



However, due to time constraints from covid restrictions, and also after much consideration of the quality of the third artwork in comparison to the first and second final artwork, we decided to omit the artwork from our final product.

Time line

January-March:

Ideation, settings and story plotline decided

April-June:

Completion of three-quarters of the work

July-August:

Completion of work, written report and final evaluation slides

April:

Proposal evaluation
Reflection of progress

July:

~~Mid-term Evaluation~~
Reflection of progress

August:

~~Final evaluation~~

Reflections

Boon Kong:

Initially, I was not familiar with the idea of world-building due to lack of exposure to such concepts. However, throughout the project, I managed to expose myself to the ways to design a fictitious futuristic city with the help of references to online references and pictures. During the project, I realised the importance of having “breathing space”, where buildings and architecture should not be too packed together. It also enabled me to realise my weaknesses: such as lack of contrast and variation in details applied in my drawings that led to the drawings appearing flat, and the tendency for what I drew to slant to the right. The guidance of my group mates and mentor enabled me to correct those mistakes, through use of strategies like looking at my whole drawing from time to time to see if the objects are straight. All in all, I felt that the project fulfilled me in terms of getting me to think deeper in terms of composition of the work to better convey my intentions and enabled me to learn about world-building first-hand.

Bryan Or:

Through this project I have learnt the importance of coordination and teamwork. Because we worked together, we were able to do the project well and create our final product. I also have gained experience in terms of world building since we are doing this for our project

Reflections

Xiangru:

I share responsibility in drawing the artworks, mainly focusing on some of the pencil sketches and the digital final artwork. It was very difficult time to complete the project due to COVID-19 restrictions, since this is a collaborative project that requires constant discussion between ourselves. Therefore, I think that there was not enough time for us to fully express our artworks and intentions. However, it was a very interesting and fun experience to collaborate with my friends in such creative and new ways like the use of different mediums and blending of ideas. I have learnt a lot about team management as the group leader, extensive art knowledge and also time management.

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