



Final Project | Due Week 15, December 14th /17th
Designing the Future

Objective

Create a carefully thought out, original, version of the future. Fully realize the character(s) and world of this fictionalized future. Design one or more human(oid) characters and the environment.

o Use this fully thought out scenario for our future as the inspirational source for your design. Your character's world should be explained through the details of their clothing, gear, armor, etc. and their surroundings. Your focus here should be on how your ideas the character's world informs their design.

Requirements

Work must be done in traditional 2D media or digital and printed by the start of class.

Work should be 11x17 or larger, B&W or color

Concept Art should include sufficient pieces to explain both world and characters, including items such as character designs, model sheet, and at least one image of the character(s) in their world). Be prepared to give a 5 minute presentation on your final project.

Concept development is 50% of the grade

- SKETCH A LOT • DO NOT GO STRAIGHT TO FINAL •



Professors

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Create a future to birth a character :

Ask yourself some questions:

Utopia, Dystopia, or society based on current reality?

Technologically advanced?

What political system dominates?

How does the availability (or scarcity) of familiar elements/
materials define this future?

How does the climate differ?

Where does our energy come from?

Is existence difficult, manageable, leisurely?

Densely, or sparsely populated?

Where and how do people live?

Are diets the same as we know now?

How do people get around?

What do people need for their daily lives?

- Begin by creating a **TIMELINE**. Begin today and end at the time of your story.
- What events have happened along that timeline to create this world?

