

Oral Presentation Speech/Speech Notes

Slide number:

1. Intro: In a time when planet Earth has been rendered an uninhabitable wasteland by unchecked climate change and nuclear warfare, and humanity has long since retreated to a series of gigantic space stations orbiting their dead planet, Solarian Corp.'s overarching mission is to adapt humanity to better survive life in space. As part of their efforts, Solarian scientists located an interesting anomaly in a distant galaxy; the planet of Circadia, which remains flourishing with life despite numerous catastrophic events that should have rendered it barren and inhospitable. Solarian Corp. sponsored a flagship research team of three standout genetic scientists to use Circadia's adaptable properties to alter the human genome, and create a modified version of humans more suited to life (and work) in space.

However, Circadia proved more dangerous than it appeared. Soon after landing, all contact with the Circadian Research Team was lost; Solarian deemed the research mission a loss, and moved onto more fruitful endeavors.

You as the player will take the place as a researcher from the Circadian Mission, and your environment has become hostile. The planet you are now trapped on has become aggressive towards your human presence and technology, and you and your team have found yourself under attack from plants, animals, and even the planet itself. If you intend to survive, you have only one option left: to put your own experimental research into action, and become part of Circadia.

- a. Mention fungus organism
2. Scope: Details of how much thesis work I produced, intro the details of the gameplay mechanics, make sure to mention the botany focus and the field journal as a sample of an in-game mechanic; other vis dev work with a focus on environmental pieces as my focus.
 - a. Field journal conveys plot points over time
 - b. Project will take the place of a portfolio piece, and be used for self promotion after graduation
3. Themes: Messy and complicated feelings about changing as a person, through your own choices and unavoidable experiences.

- a. Secondary themes of environmentalism and disability; discuss disability themes (becoming disabled over time) and briefly mention how this topic turned into the theme of my thesis paper
- 4. Gameplay: “The player has the option to choose between three characters, all of whom are present in the game regardless of your selection. Each of the three characters has a specialty within the group on top of being a well-established geneticist: zoology, botany, and geology. Each character has a different in-game journal to keep track of their exploration and collected field data.. All three characters perform field research and self-genetic modification, but the options for these biomods (or “upgrades”) presented to the player are different depending on their specialities.”
 - a. Reflect on the genre: ecosystemic horror, and themes, and how these are shown through the gameplay.
 - b. Expand on the mechanics, and talk more about the character (Phoebe Himura, botanist, biomods, how they physically change the character’s appearance and abilities)
 - c. Mention specific cyberpunk/biohacking research
- 5. Inspiration: Mention the academic research, and also follow the slide on main three visual inspos. Tie in genre.
 - a. Annihilation, Scavengers Reign, and the Search for WondLa
 - b. Visual inspiration in forms of linework and design, and also in terms of alien flora and fauna designs
- 6. Into the artwork:
 - a. Field journal: Discuss my own background in botany and how that is reflected in my field journal work, mimicking real life scientific illustrations, demonstrations of how the plants could potentially be shown into biomods
 - b. Coral tree:
 - i. Color comps and sketches: Inspired by real life coral and deep sea creatures, boss fight area so designed the drones too, color to reflect the organism is beautiful but deadly (red/pink design in cool tones),
 - ii. Linework: Without color to show more details, Phoebe’s place in the piece, roots showcase the scale and depth

- iii. Final piece: Painterly style and bioluminescent glow effects, details of piece: explain boss fight, talk about process of creating piece
- c. Alien ruins:
 - i. Color comps/sketches: Alien ruins show an alien race previously undiscovered to the team. The sky high alien city was inspired by a mixture of real-life architecture mixed with natural Earth forms, from the Space Needle to a variety of mushroom bodies. The clustered buildings themselves were inspired by multiple different sources, including mud-daub bird nests, Adobe buildings, and ant nests. Colors reflect the unearthly, kind of sickly green-blue tones of the planet.
 - ii. Linework: Showcases more details of the plant growth, the surface of buildings covered in strange moss and fungus. Some of the surfaces appear to have been completely replaced with alien plants.
 - iii. Final piece: With buildings perched in clusters on top of skyscraper height platforms and connected with teetering bridges, this entire city was clearly once a physics-defying hub of alien society. Now, however, the abandoned buildings are over-run with vegetation, although the structure remains steady. It's almost as if the plants themselves have begun to grow in the pattern of the buildings, preserving the memory of a long-gone civilization...
- d. Lab interior:
 - i. Map/layout/pods: each character has their own room pod, Phoebe's is plant themed, explore details in her room that showcase her personality
 - ii. Sketches: Briefly elaborate on the layout, talk about her space and how she's creating the biomods in them.
 - iii. Lineart: Spent the longest on this; sort of an I-Spy kind of piece, outline all the little pieces of equipment in the background. Microscopes, plant samples seen in the field journal, former biomods, clippings, pictures, samples of the Circadian mycelium.

- iv. Color: Bright colors to reflect Phoebe's biomods and how she sees the world, also my own personal experimentation in color and personal art style.
 - e. Phoebe character art: Talk about her character more, repeat her ideals and how she sees the world, talk about the details in the biomods sketches and how they change the body.
- 7. Thank the audience for coming and move into panelist questions.