

The Chimare

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The Chimera

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Contents

1.Introduction	4
2.Changes and extensions of modern Chimera elements	5
3.My own design	8
⁸ 4.Conclusion	11
Bibliography	12

Illustrations

Figure1.....	4
Figure2.....	6
Figure3.....	7
Figure4.....	8
Figure5.....	9
Figure6.....	9
Figure7.....	10
Figure8.....	11

Abstract

This paper will conduct research and analysis on the Chimera from the directions of its history and sources and analyze the interpretation and evolution of modern elements on the meaning of the Chimera through the movie *Fantastic Beasts and Where to Find Them*. In addition, from the design of the movie, it will find the Chimera elements and analyze the content influenced by them. Through the above research and analysis, combined with the concept of modern elements of the chimera, we can design a self-owned chimera. I designed the Chimera to recombine the whale and the crane into a new conceptual creature, which is a symbol of peace in the world.

1.Introduction

Chimera, a fire-breathing monster, was, according to the Homeric poems, of divine origin. The fore part of her body was that of a lion, and the hind part was that of a dragon, while the middle was that of a goat. (Hom. *Il.* vi. 180, xvi. 328; comp. *Ov. Met.* ix. 646.) The Chimera, in Ancient Greek called *Χίμαιρα*, which is interpreted in modern language as a female goat, is actually, in a historical sense, a fictional figure; it comes from Greek mythology and is considered to be a very scary monster. The origin of the notion of this fire-breathing monster must probably be sought in the volcano of the name Chimaera near Phaselis, in Lycia (Plin. *H. N.* ii. 106, v. 27; Mela. i. 15), or in the volcanic valley near the Cragus (Strab. xiv. p. 665, &c.).

There are many legends of the Chimera that have been passed down in folklore, and there are many regions believed to be the home of the animal, such as Phrygian, the Indies, and even Libya. The legend of the Chimera is more famous in the older Corinth and Siquiona, on their coins and soldiers' shields. They all have images of the Chimera. Similarly, similar shield designs were carried on the equipment of the arms of Cyzicus and Zelea.



Figure 1: The shield of the Chimera

But in orthodox ancient Greek mythology, Chimera was one of the many monster children born from the union of Typhon and the snake monster Ekidna. She was brought up by Amisodarus, king of Caria, and afterwards made great havoc in all the country

around and among men.¹ (Hom. Il. vi. 180, xvi. 328; c¹¹p. Ov. Met. ix. 646.) According to legend, Chimera was the pet of the King of Caria, a country in the southwestern part of Asia Minor in the region of present-day Turkey, when he was a child. However, during the period when the King kept him, he revealed his fierce and angry personality as a wild animal. He did not want to be a canary kept in a cage, but he wanted to be a free beast. He chose to flee to neighboring Lycia, returning to dust wherever he went. Because he was wicked, he devoured everything he saw and destroyed the buildings in front of him. He spewed fire and burned the village, and no one could stop him in his quest for freedom before he was killed by the handsome young Bellerophon with a spear coated with fireproof paint. It ended his life, but legend has it that Ultras had a child, and that child was what the Greeks called the Sphinx.

But for more in-depth research on the Chimera, part of the idea that the Chimera monster is virtual comes from some of the volcanic canyons of Cragos Mountain, and his appearance is because there are many snakes living at the foot of the volcano, and in the middle of the mountain are goats eating grass and lions nesting on the top of the mountain. By the extraordinary imagination of the ancients, the monster Chimera was created. Others believe that the archetypal origin of the Chimera came from a gas-filled area near ancient Olympus Cheng on the path of the Lucia Road in present-day southern Turkey. Its name was New Hittite Chimera, and it differed from the Chimera in that it had a pair of huge wings and a head that grew from the side of its body. His tail is usually that of a lioness, and the actual artifacts unearthed are displayed at the Museum of Anatolian Civilization.

² The chimera is an impossible desire or a desire that, if realized, is accompanied by misfortune. The chimera has a central role in mythopoiesis because it lends itself easily to depictions of demiurgic abortion, the attempt to replace the divine, and the blasphemous fruit that threatens human integrity. Immateriality is a good soil for the growth of our chimera, especially if the resulting food is enriched with dreams of grafts, with symbiotic performances, and with fragments of obsolete realities. (Roberto Marchesini. *Postmodern Chimeras*. pp18.2018.)

2.Changes and extensions of modern Chimera elements

Nowadays, the meaning of the name Chimera has evolved from the form of a monster to a description of a creature or object made of a combination of different elements. This concept has been used in artworks that are closely related to our lives, including film, television, and games. In the film series "Fantastic Beasts and Where to Find Them", the design of the Fantastic Beasts uses a lot of chimera elements, and I will analyze some of the cases and get inspiration from them to design my own chimera.

³ "Fantastic Beasts and Where to Find Them" has three movies in which a large number of magical animals appear, and most of their looks are based on reality in order to have a prototype animal that is then modified and designed. And these designs contain a lot

of Chimera elements. I will select a few cases to analyze in detail.

The first case is the bird snake (ocamy) that appears in ³ "Fantastic Beasts and Where to Find Them", which comes from the Far East and India in the setting of this film. It is a serpentine creature with wings; it has the body of a snake up to fifteen feet long, and it will also have feathers and a crown on its body, as well as a pair of wings. Based on the image of the creature, we can tell that it is a serpentine creature with a purple and green color scheme, but it is not a normal serpentine creature; it has elements of other creatures added to its design. It was like transforming a cold killer into an elegant lady.



Figure 2: Occamy design

In this design, we can see that the head of the bird snake has other biological elements. First of all, the mouth—not the traditional flexible mouth of the snake, but the bird's beak—is very hard, and this type of design is from the bird. Also different is the crown of feathers on the head, which is more like that of a peacock, and the overall texture is softer after adding a crown and does not have the cold and cruel image of snakes. His body is the element of the snake itself, covered with scales, and its own color is green and purple. In the front and middle of the body, there is a pair of purple and green gradual-colored wings, as well as feathers, that can carry out flight functions.

The creature of the bird-snake, with the help of Chimera's idea, is a good fusion of the peacock and the snake, changing the head completely into a bird's touch and adding the elements of a feathered crown and wings, which completely reverses the image of the snake as a cold and brutal predator into an elegant and noble one. ³

The second case is the leopard pictured here, which is rarely seen in "Fantastic Beasts and Where to Find Them" but still owns its setting; it's called the capsular leopard (Nundu), and it hails from East Africa. Although it's a leopard breed, it's the same size as an elephant, and its breath carries with it a large amount of germs and toxins.

As can be seen in the figure, first of all, in the neck part of the increase in the puffer fish element, but also added the puffer fish comes with the toxin element; in the normal time, the lion's neck part is out of the normal state; once angry, it will quickly drop up, similar to the puffer fish; and to the body part is the same pattern as the leopard, but there are still some thorns in the body, and these thorns, I think, come from the hedgehog element, and this gives a violent temperament to add a scary; and in the

leopard tail part is also with a little thorns, but the tail end part by the mane is replaced by spikes, so that more highlight the violent temperament of the leopard. This adds another terrifying touch to the leopard's violent temperament, and the tail part of the leopard also carries a few spines, but the tail end part is replaced by a mane with spikes, which accentuates the leopard's aggressiveness. The creature consists of a puffer fish, a leopard, and a hedgehog, which is a good way to combine the already violent leopard to make it even more dangerous.



Figure 3: Concept image of Nundu

The third case is the horse-shaped water monster (kelpie), which in the wizarding world is a water monster that can be arbitrarily deformed. Although they can transform into a variety of strange shapes to lure others, their most common and most eye-catching shape is the shape of a horse, and they are covered with wide leaf cattails similar to water grass as a mane. It lures the unwary onto its back at the water's edge and then dives into the water to feed. more like a wily predator than a docile horse. And the look presented to the audience in the middle of the film is the same as that of a horse.

In this first draft of the design, we can clearly see that the horse-shaped water monster resembles a horse in terms of shape, but it is not an actual horse but more like a shape derived from a seahorse. The head of the horse-shaped water monster is a normal horse shape, which is also the fundamental reason why he can deceive the public. Later, his shape is not fixed but composed of water plants. Such a design makes people think of a sense of freedom flowing with the wind and also deepens people's fear of the horse-shaped water monster. Because water plants are an important paranormal object that occupies the top position in many underwater paranormal events, upon closer inspection, it can be seen that the traces of water plants floating in the water outline the entire body of the horse-shaped water monster. It's said that, the body of the horse-shaped water monster was actually designed from a seahorse, with its huge belly and elongated tail, all of which are iconic seahorse symbols.

And the design of the water plants can also influence the effect and shape of some birds' feathers. So we can conclude that in this case, the horse-shaped water monster is a combination of three creatures: a horse, a seahorse, and water plants, and the design combines a docile animal into a terrifying and cunning predator image.



Figure 4: Concept image of kelpie

3. My own design

According to the design of the Chimera concept in the above movie, I chose to find some inspiration in combining two different creatures, which can either deepen people's impression of them or change the image of the impression between the two.

So I decided to design my own Chimera by putting together and combining two very different creatures.

The first creature I chose, which is also the subject of my Chimera design, is the whale in the ocean. Although the whale lives in the ocean, it is not a fish but a mammal, and it is also the largest animal that exists on earth. The whale has a streamlined body and a pair of flipper forelimbs, and although it is not as agile as other sea creatures, it can cruise at speeds of up to 20 knots.



Figure 5: The Whale

And for centuries, whales have been used as table fare and as ingredients in industrial products. By the mid-twentieth century, their numbers had been decimated by the brutal whaling industry, and they were on the verge of extinction.

Whales have a beautiful legend around the world; their name is "Whale Fall". This legend is that whales and other animals, in the death of their huge bodies, cannot be quickly decomposed by scavengers, so they will fall to the sea bottom. Whale carcasses can fall to the bottom of the ocean for months or even years, providing food for all types of consumers in the food chain, including deep-sea fish, crustaceans, and other tiny creatures. Eventually, the rest of the skeleton will release hydrogen sulfide

for the chemosynthesis of producers in the food chain. So a whale carcass can support a rich seafloor community for years or even decades, so in China, there is a word to describe such an act as "whale fall," and whale fall is called the most romantic death in the world. So I wanted to choose the whale as my subject, but also because the whale is the largest living creature.



Figure 6: Whale Fall

The second element I chose is a bird that has nothing to do with the sea—the crane. Cranes are mainly distributed on all continents outside of South America, while East Asia has the largest number of species, and China has nine species, which is the country with the most crane species. Cranes in China have a long cultural history; in ancient times, they produced the crane totem. Similarly, the crane has always been a symbol of purity and elegance in Chinese culture. Cranes have a high cultural status in Chinese culture, especially the red-crowned crane, which is a symbol of longevity, good luck, and elegance and is also called an "immortal crane."



Figure 7: Crane

Cranes are large wading birds. The feathers have yellow, white, and black colors, and one of the white hairs is the best; the cheeks and eyes on the head are red; the neck is long; the cry is loud; the body part is white; and the feathers on the tail of the wing crane are black, which is more like the color matching of the Taiji diagram in our Chinese culture, so it is called "fairy crane."

Here are the two elements I chose: the whale as the main element and the crane as an additional element. The main source of inspiration for my design comes from a passage in an ancient book of our Chinese culture, "Zhuang Zhou: A Happy Excursion." In the descriptions of ancient books, there is a creature named Kun in the northern ocean, which is a very big fish, but when it comes out of the water, it can turn into a roc bird

with spreading wings and soaring. Based on this account, I would like to design an ancient creature in the sky that has been handed down from ancient times to the present day and has always been soaring in the sky but has never been discovered by mankind.

In my design, its name is also Kun. Its name comes from ancient Chinese books; it is a large divine animal in the North Sea. Its main design is the streamlined body of the whale, and its overall color scheme is still blue and white, which is the color of the sky and the sea, providing him with a protective color in the sky so that he cannot be found by other creatures.

In its whole body design, for its head part, I designed its long-bearded eyebrows like cranes and a long white goatee. This design comes from the image of the immortal in ancient China, and such element design represents its remote survival time. At the same time, in Chinese tradition, such a shape is generally seen on the elderly. And its side is like a crane, with wide wings, and has some feathers, so that it can preserve the temperature in the air, and can glide with the wind, its tail is also designed with feathers, so that it can better fly against the wind.



Figure 8: My own design

This is the Chimera I designed, which is a combination of the world's largest creatures and the mythical creatures in our Chinese culture. Their groups have lived from the dinosaur period to the present. They used to live in the ocean because of global pollution and did not want to be preyed on by humans. They evolved wings, traveled, and flew in the sky because of their unique white and blue color. As well as being immobile in the air, they are often referred to as large clouds. They float in the air,

react to changes in air currents, get hungry, feed in the nearby sea, and then take to the sky again to continue their dream. And after death, they will find a place on the bottom of the sea to provide whale land for all living things and continue to thrive.

4. Conclusion

In previous concepts, the Chimera was simply a fantasy monster made up of elements from several different creatures. The concept of the chimera has been passed down to the present day and has evolved into a creature or object composed of different elements. In the above cases, it is found that the creatures designed based on the concept of Chimera can reverse the image of the original creatures in people's minds or deepen people's perception of such creatures. For example, the combination of a bird and a snake, which are two very different creatures, will produce an elegant "lady," while the combination of a puffer-fish and a lion will form a more violent "tyrant."

Based on the above design, ³ [Fantastic Beasts and Where to Find Them](#) contained the Chimera concept, and after a lot of searching, I got my own Chimera. It was created by a whale as the main body, plus Chinese crane elements, and I named it Kun. In the following proposal on January 11, I will show them in 3D or 2D form, and the place where they live is the sky, and I will design all aspects of them to show them in the way of modeling. They have big wings, so they go around with the wind. To show that they're moving, they just have to gently wave their wings, and that huge force pushes them and floats with the wind.

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