

Dan - Chimera

by Dan Benallick

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Chimera

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Name: Daniel Benallick

Title: Chimera

Date of Production: 22/11/2023

Subject: Research into 'The Chimera'

Script

Part of a giant beast has been discovered at an archeological dig site underneath a mountain of stone in Greece. A specialist team of scientists and researchers have been called out to investigate before the beast is revealed any further.

The team arrives on site and approaches the mountain of rubble, what caused this? A landslide? An earthquake? They see a giant muscular leg, shackled with a broken rusty chain sticking out from the rubble. This is no ordinary leg, it has characteristics of multiple different animals, and the shackle? Was this beast a prisoner?

With so many questions already, their attention is taken upwards to two, large glowing eyes looking down at them through the cracks in the stone. 'CHIMEAR!' one of the team exclaims, as he points out the eyes are two different colors. This is a trait we have seen in humans who carry multiple sets of genes. The very same scientist who pointed it out carries the gene himself.

The scientist involuntarily moves in closer and lays his hand down on the beast's leg. The rest of the team shout at him to stay back, but he doesn't listen. Is the beast controlling him?

The mountain of stone starts to shake and crumble, 'EARTHQUAKE!' somebody shouts, but this is no earthquake. The rubble explodes into a huge cloud of rocks and dust, as two gigantic wings burst free. The dust starts to settle, the beast starts to become visible, towering at least 20 feet tall it brings its wings down and launches itself into the air, simultaneously knocking anyone too close to the ground.

The team panic, "Did you see that?! It had multiple heads! Multiple tails! What have we done? What have we released?"

Abstract

In this research we look at the Chimera. First looking into its origins in Greek Mythology, how it was described initially in Homers' Iliad as part lion part serpent part goat, and how that description changed and differed depending on what point of history you look at.

We then dive into the family tree of the Chimera, looking into its parents, Typhon and Echidna, and some of its brothers and sisters, such as the nine headed Hydra and three headed dog Cerberus. We look at the traits, abilities and deformities of these creatures and investigate where we can use creative license to take these traits and use them for our own Chimera.

Modern day chimerism is then looked at, and how the chimera is depicted in the modern world, how it is used in architecture, how it is used to label mutations in cells and genes, both in humans and animals, briefly touching on ethics and morality.

The research then turns to pop culture, how the Chimera is used in games and movies. Looking at how it is depicted differently in games and films, how does its appearance differ? We investigate one or two films that use the Chimera not as a physical monster, but as an idea or a description.

Coming towards the end of the research we compare our findings thus far and start to piece together what we want our Chimera to look like for the film. Looking at the most common mutations we have seen and choosing the ones that fit best. Also figuring out how the Chimera is going to act.

We now summaries what we have learnt and propose a final design. Describing how we want the chimera to look, and the intent of the creature, and what CGI challenges the creature might bring to the table for our team. Finally, we look at the outcome of our research, and what sculpts, and models will be created as a result.

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Introduction

In this research study we will be looking into the mythical creature known as the Chimera, for a new, upcoming film. The film makers want to depict a fresh look to the chimera creature, while also staying true to the original depictions of the Chimera in history. The film features a majestic but also fearsome Chimera type creature being uncovered at an archaeological dig.

We will investigate imagery and descriptions from throughout history and modern day, to see what parts of the chimera are most prominent. What parts can we pick and change? How much can we draw upon our artistic freedom to make this beast fit into its role? How many heads, tails, limbs can we give this creature? What animals are we going to cut a splice to make our very own Chimera?

The creature will also be able to interact with humans that carry the chimera gene, so we will investigate chimerism in today's society.

So, what is the chimera? Where does it come from? How has it changed and evolved throughout history? And how does it fit into place in this new upcoming film?

Research

Origin

The earliest depiction of the chimera comes from Homers' Iliad, the earliest surviving work of Greek literature, dating all the way back to 700 BCE. In which it is described as.

"She was of divine stock, not of men, in the fore part a lion, in the hinder a serpent, and in the midst a goat, breathing forth in terrible wise the might of blazing fire." (Murray) (1)

From this small extract we can already tell the creature is female and made up of multiple different animals, specifically a Lion a Goat and a Snake. We can also tell that it was able to breathe fire, an unusual trait for any of the animals mentioned. This already unlocks plenty of artistic freedom. How many of these heads and body parts can we swap and interchange for other animals? What other abilities can we give it?

It also states that the creature was 'Not of men.' If this mythological creature was new to the eyes of men, then these animals it is being described as might have been the closest thing we had as a description. The Homeric Hymns and Homerica can also be seen describing it as.

"A creature fearful, great, swift footed and strong, who had three heads, one of a grim-eyed lion, another of a goat, and another of a snake, a fierce dragon" (G & White) (2)

In this extract we see more emphasis on the speed and strength of the creature. This time the snake head being described as more dragon like. Here is yet another extract, depicting the Chimera as having a dragon's tail.

"A parody of Homer, Il. vi. 181: a chimaera has a lion's front, a dragon's tail, and the body of a goat." (Entry) (3)

The chimera's part in Greek mythology was that of a monster, wreaking havoc along the countryside.

"She devastated Caria and Lycia until she was slain by Bellerophon." (Augustyn.) (4)

With the Chimera also being described as "A bane to many men" back in Homers' Iliad. We can tell that this is not a peaceful creature. Acting on its base primal instincts, destroying the lands of man. With many wanting to seek the creature out and destroy it. Eventually Bellerophon, the son of Poseidon, is tasked with the duty of killing the beast and succeeds.

"Bellerophon attached a lump of lead to the end of his spear and thrust this into the monster's mouth. The flaming breath of the creature melted the lead which then poured down its throat and solidified in its vital organs." (Cartwright, 2023) (5)

With the beast being so powerful, Bellerophon had to get creative and ended up having to use the creature's own fire breath against it. This opens the possibilities for the Chimeras weaknesses. We can use that artistic freedom of ours to say its hide will be too thick for the modern-day weapons that will undoubtedly be thrown at it. Who will be our modern-day hero, and what creative means will be used to take the Chimera down?

Family

The film mentions the Chimera gene, so we will be looking into the family tree of the Chimera, as genes are usually passed down through the generations, there may be certain aspects of other creatures within the family tree that we can draw inspiration from. (Kapach) [\(6\)](#)

Parents

FATHER

[Typhoeus](#)

MOTHER

[Echidna](#)

Siblings

BROTHERS

[Cerberus](#), [Orthus](#)

SISTER

[Hydra](#)

Consorts

HUSBAND

[Orthus](#)

Children

DAUGHTER

[Sphinx](#)

SON

[Nemean Lion](#)

Here we see Typhoeus as the father and Echidna as the mother of the Chimera. Typhoeus is described as,

"A winged giant, said to be so huge that his head brushed the stars. He was man-shaped from the waist up with two coiled serpents in place of legs. He had two hundred hands consisting of fifty serpent-headed fingers on each hand and a hundred heads proper--one was human, the other ninety-nine bestial" (J, 2017) (7)

And the mother Echidna,

"Echidna was a half-woman, half-snake creature in Greek mythology, also known as the "mother of all monsters", as she gave birth to most of the Greek mythical creatures. Echidna's Family She was the wife of Typhon, who was the "father of all monsters" and the most fearsome and dangerous monster in said mythology." (Editors, 2021) (8)

From these descriptions of the mother and father we can see all the distinct types of creatures that could have passed down to the chimera. Although the mother Echidna is only half human, half snake. The father, Typhon, gives us endless possibilities. He was also very snakelike with serpent like legs, and serpent headed fingers. On top of this he has a single human head and then ninety-nine beast heads. This opens many possibilities for what these beast heads could be.

Looking into the other offspring of Typhon and Echidna, we can see the wide array of mutations they brought forth. We have Cerberus, the three headed dog. Hydra, the nine headed serpent creature. The huge Caucasian Eagle, sometimes described as a bronze autonomous construction. Orthrus, a two headed dog with a serpent tail, and many more.

Cerberus



(Wiki, Cerberus) (23)
2023)(22)

Orthrus



(Orthrus)(20)

Hydra



(Hydra 2023)(21)

Caucasian Eagle



(Levesque,

Modern Day

The word Chimera is still around and used for several reasons. For example, in architecture it can be used to describe anything resembling a grotesque creature, such as gargoyles on old stone buildings.

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"In architecture, a grotesque or chimera is a fantastic or mythical figure carved from stone and fixed to the walls or roof of a building." (Grotesque (architecture) 2023) (9)

We do see the Chimera moving away from its gross, scary, aggressive depictions the closer we come to the present day, with the term being more geared towards anything uniquely imagined with various parts being merged. Bringing us nicely into the world of science, where anything with multiple sets of DNA can be considered a Chimera. This is especially important in our research as we see someone in the film with the 'Chimera Gene.'

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"A chimera is an individual whose body is composed of cells that are genetically distinct, as if they are from different individuals – and sometimes they really are from different individuals." (Page 10)

In humans this process usually happens during pregnancy or in the womb. One of the most common physical signs of Chimerism is when someone has two different eye colors. This type of mutation happens when what would have been twins merge in the womb and grow as a single embryo. Although thought uncommon, this mutation can also manifest in the internal organs, with people living normal lives and not even realizing they have the Chimera gene. So, there may be more people with the gene than we think.

There is also a more minor form of Chimerism, known as microchimerism, where there is only a small number of cells present. This could be from pregnancy again, where the child leaves behind some cells in the mother's body. It can also come from organ transplants, where the newly transplanted organs produce some of their old cells into the new body.

Of course, the chimera gene can also be found in modern day animals. Happening in a comparable way to humans, but, as humans, we like to fiddle and experiment, so back in 1984, we managed to manufacture one of the first sheep-goat chimeras.

10

"The first sheep-goat chimeras were created by researchers at the Institute of Animal Physiology in Cambridge, England by combining sheep embryos with goat embryos. They reported their results in 1984." (Sheep-Goat Hybrid 2023) (11)

There are a few other documented cases of animals being given human cells, usually with the end goal of using the human organs grown inside the animals for transplants.

8

"The purpose of the experiment is to investigate ways of using animals to grow human organs for transplants. The organs could be genetically matched by taking the recipient's cells and reprogramming them into stem cells." (Schneider, 2019) [\(12\)](#)

The other cases involve a human monkey, human pig, and a human mouse. Although these human animal experiments are being used to further the medical industry, there are strict laws against what can be done during these tests, and some feel that they are breaching morals and ethics.

With there being so much backlash and controversy around the subject, who knows if there are undocumented secret experiments going on around the world?

With the above evidence we can see that 'Chimerism' may be more prevalent than we might think. Which begs the question, if the Chimera found in the film can influence someone who also carries the Chimera gene, just how many people and animals will it be able to have a hold on?

Pop Culture

The chimera has clearly had an influence on popular culture, appearing in every type of media there is. Books, comics, songs, games, movies, TV shows, you name it, the Chimera has seen it. Let us dive into a few examples to see how pop culture has used the idea of the Chimera.

Games

First, we have the increasingly popular game Dungeons and Dragons. A huge fantasy role-playing game with all kinds of mythical creatures, so of course the chimera is going to make an appearance, here is the description from the game.

5

"A chimera is a vile combination of goat, lion, and dragon, and features the heads of all three of those creatures. It likes to swoop down from the sky and engulf prey with its fiery breath before landing to attack" (Chimera) [\(13\)](#)

They have very much kept in line with the base idea of the chimera, which is something like what we are trying to achieve, but added a draconic element to it, with a dragon like head, tail, and wings.

We also see the chimera appearing in many other popular games such as Resident Evil, Final Fantasy, Pokémon, and World of Warcraft. The world of warcraft beast has combined the idea of the heads, giving it two dragon heads, but with goat like horns. This is also one of the few descriptions so far that has given the creature more than one tail, even giving the tails scorpion like stingers. (*Wowpedia*, 2023) ([14](#))



Movies / Films

The chimera has appeared in many films over the years, leaving its mark on some of the most popular franchises of all time. One of those being the Star Wars universe. Here we see the evil General Thrawn's flagship star destroyer aptly named 'Chimera' sporting a symbol on the underside of the ship.



The symbol on the left depicts a three headed monstrous creature, with two huge snake like heads, and one smaller head, made up of even smaller snakes. The decal at the bottom of the image could be interpreted as legs, wings, or even more tentacles. This is an interesting one as it shows a chimera creature that would have had to navigate through space instead of land, therefore removing the need for legs. (*Image Left*)

(*Wookieepedia*, 2023) ([15](#))

Although not a physical representation of a Chimera, the logo and the name and meant to be more of a symbol, or an idea in this case, striking fear into General Thrawns enemies whenever they see or hear the Chimera ship. This ties in nicely with our own idea of a big scary Chimera. Even though we do have a real living creature, there could still be a symbol, logo or marking of some sort that represents it.

Another popular movie involving depictions of a chimera is none other than Beauty and the Beast. When in his beast form, although he is still humanoid, he is an amalgamation of quite a few different animals. We see the horns of a bison and tusks of a boar. The head mane of a lion and the back mane of a hyena, and finally the chest and arms of a bear and the tail and legs of a wolf. (*The beast by kokotiger13 on DeviantArt*) [\(16\)](#)



Now, we don't want our Chimera to turn out to be a nice loveable ball of fluff, but we do want it to be able to interact with humans in some way. It is possible that there is a less evil side to the creature that could be reasoned with. After all, we are the ones that have come to its resting place and disturbed it.

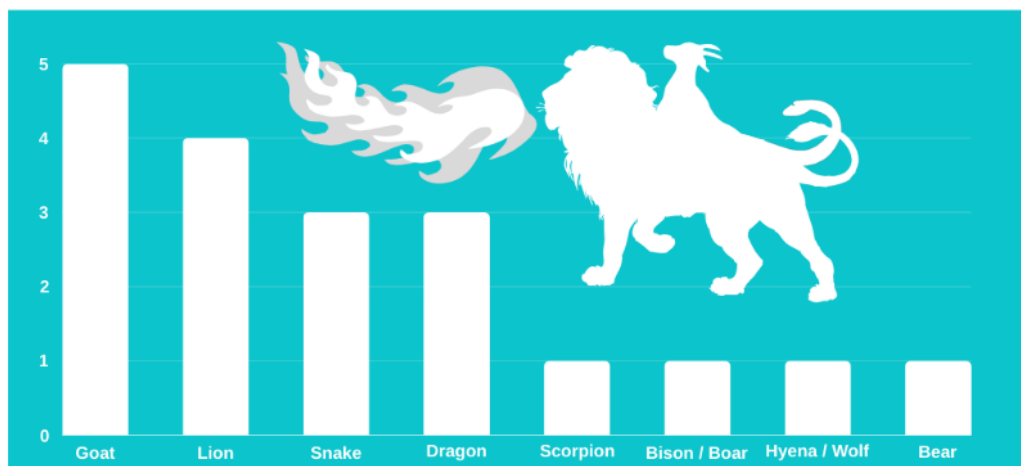


The term Chimera is also used in Mission impossible. It is the name given to a deadly virus that is going to be unleashed. Given its name due to how it multiplies itself when in the body and takes over and wreaks havoc. This interpretation draws inspiration more from the modern-day Chimera we see in humans as opposed to the mythological creature. Although the antidote in the film is aptly named Bellerophon, after the hero who originally slew the beast. (*MISSION: IMPOSSIBLE 2 (2000)*) [\(17\)](#)

Looking at the idea of a virus, could humankind somehow reverse engineer the chimera gene, effectively 'curing' people of the gene, breaking them free from the Chimeras grasp? Maybe even producing a biological weapon against the Chimera itself.

Comparative Study

Here we will be looking into all the different descriptions and imagery we have gathered over the course of the research, comparing them to look for any similarities or outliers. Below is a bar chart of all the animals the chimera has been portrayed as during the research so far.



In this chart we can see the main animals that the Chimera tends to consist of, the goat, the lion, the snake, and the dragon. The film is going to be set in the current day, we want it to be as believable as possible, so we will stray away from using the dragon. We are also after something a bit different, something people might not have seen before, so it's a no to the goat as well.

This leaves us with the two main animals being lion and snake, so we can keep the Lions head and body, giving it the classic Chimera look. During our research we came across this image an artist created. Their depiction of Typhon, Chimera's father with a head of a hundred snakes. (2019 *Typhon*) ([18](#))



adding more tails, but none this many.

We loved the idea of the many snakes but flipping it around and using the idea for the tail. We feel this will add to the uniqueness of the creature, in the designs we have looked at for the Chimera, some have played around with

The Griffin

Chimeras are made up of three or more distinct species, so we now need a third animal to complete our very own Chimera. Back at the beginning the proposed chimera is described as majestic, we also need our chimera to be able to fly. The wings of the chimeras we have looked at thus far are those of bats and dragons, which are torn and bony. This brings us to The Griffin

"Griffins were widely known as the king of all mythical creatures. This is why it uses two of the most renowned, powerful animals. The lion, known as the king of the land; and the eagle, known as the king of the sky." (Beasts, 2022) [\(19\)](#)

We have already got the lion, why not take the eagle also? Making our chimera one of the most majestic and feared creatures to have ever roamed the earth. With two gigantic, feathered eagle wings, and a second head, that of an eagle, it will be sure to instill fear and awe.

Proposal

What is a Chimera?

So, what have we learnt? We have looked at all things Chimera, from ancient Greek history to genome mutations in humans. So, what is a Chimera? A creature or person containing more than one set of DNA. There does not seem to be any solid evidence depicting a Chimera to be a specific set of animals. This gives us an incredible amount of artistic freedom when it comes to designing our own Chimera for the film.

Final Design

For ours we have stuck to its roots and gone with the main body and head to be that of a Lion. So, its main movement patterns will follow that of a lion. We have then borrowed from the Griffin and given it the head and wings of an eagle, combining the two most majestic animals in the animal kingdom, but we have not stopped there. Going a bit more out of the box with the design we have taken something from Typhon, the father, that is something that could have been passed on. The hundred snake tail. Now whether having exactly 100 snakes is feasible or not is a different story, but with a few CGI and VFX tricks we are sure we can at least give the illusion of them.

Additional

We also want the eyes to be assorted colors, even though this is not really shown in any of the historical depictions, there needs to be that connection between the chimera and the humans, the assorted colors eyes will give a visual cue and aid to the audience.

Demeaner / Intent

As for the demeanor of the creature, it's this massive 20ft creature that inspires awe and instills fear. Absolutely nowhere in history is the chimera described as anything less than vicious. Look back at our pop culture references. It's used as a symbol for ultimate evil, and for a virus intended to wipe out humankind. At the end of the day, we disturbed this creature, and it has awoken into a strange world. It is going to be angry.

Outcome

So, we now have a promising idea of what our Chimera will look like, and how it is going to act. With this information we will head into development. We will be looking to create a digital sculpture of the creature using Z brush. Using the reference imagery, we have gathered throughout this research, we will produce one or two front and side sketches to help the digital artist along with the sculpture.

As our creature is intended to be 20ft tall, to help with scale the sculpt will be inserted into a 3D environment resembling the area in which the creature is going to be found. Some basic animation, like

the heads looking around, wings and tails moving around, will be applied to give the Chimera sculpt some life, and bring us one step closer to the big screen!

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