

Final Viva

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Project Title

A Retrospective of Sci-Fi Environments: How does the Design of Future Worlds Reflect the Hopes and Fears of the Present Time?

Project Overview

Aim

To garner a deeper understanding of the influences that go into the design and production of Science Fiction environments.

Objectives

- Explore and analyse various science fiction works spanning from the late 1960s to the present day, aiming to understand the design principles employed in constructing fictional environments.
- Examine and pinpoint significant variations in the design of environments within the chosen media, all while exploring how these distinctions mirror the progression of culture, society, and technology over time.
- Synthesise the design principles from two distinct science fiction eras to develop unique environments for each. The environments will share a common foundation but will evolve to capture the distinct atmosphere and emotions of each era.
- To critically evaluate the constructed environments, assessing their alignment with the synthesized data. This analysis will guide future design decisions when aiming to capture the ambiance and the design influences from various eras of science fiction.

Literature Review

**Environment
Design**

**Contextual
Influence**

Literature Review

Environment Design

- Fantased Technologies
- Lighting
- Contemporary Likeness
- Materials
- Clutter
- Shape of Spaces

Blade Runner (1982)



- Flying Cars
- Bright and Colourful NEON Lights Everywhere
- Yatai style food stalls



- Dark and Moody Lighting
- Cold Colour Temperature
- Grand / Tall Rooms



- 80s Styled Rooms
- Wood and natural materials
- Heavy Clutter
- Clash of Sci-fi and Non-Sci-fi design.

Blade Runner 2049 (2017)



[2]

- Tall Buildings Dominate the Skyline
- Bright Signs and Advertisements
- Human Element Reduced
- Natural Materials Replaced with Artificial Ones

Cyberpunk 2077 (2020)



- Towering Skyscrapers
- Bright Neon Signage
- Holograms
- Advertisements Everywhere
- Cluttered & Dirty

Alien (1979)



- Environmental Contrast
- Geometric Patterns
- Form Vs Function
- Non-Square Rooms
- Built-In Infrastructure

[4]

Literature Review

Contextual Influence

- Classism
- Climate Change
- Fear of Robotics / AI
- What it means to be human
- Reliance on Technology

Case Studies

Reasons for Media Selection

- Tip of the Iceberg
- Comparison within a Series
- Influencer for Practical Designs

Alien (1979)



- Communal Area Analysis
- Workspace Analysis
- Computers

[4]

Blade Runner Series

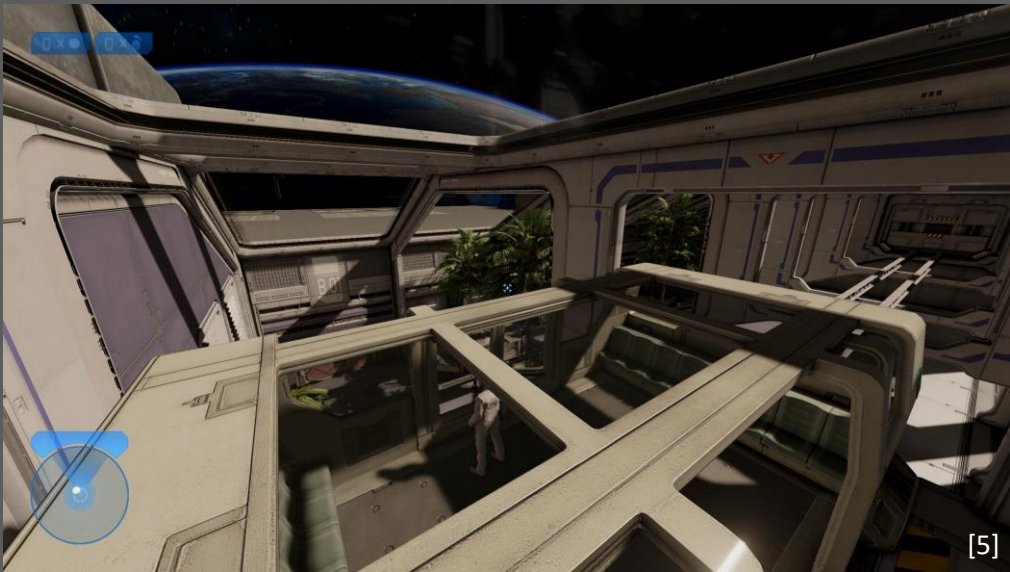


- Natural Materials
- Cluttered with Books, Pictures, Fans
- Dark & Cold Lighting
- Sad Tones
- Contemporary Technology Influences



- Artificial Materials
- Cluttered with Computers, Files, Papers
- Bright & Neutral Lighting
- Retrofuture Design

Halo Series



- Modernised Graphics in Anniversary Edition Releases
- Overhauled Lighting
- Improved Textures
- Stylistic Changes



- Distinctly Different Environments
- Different Developers
- Lighting Changes
- Design Changes

Snowpiercer

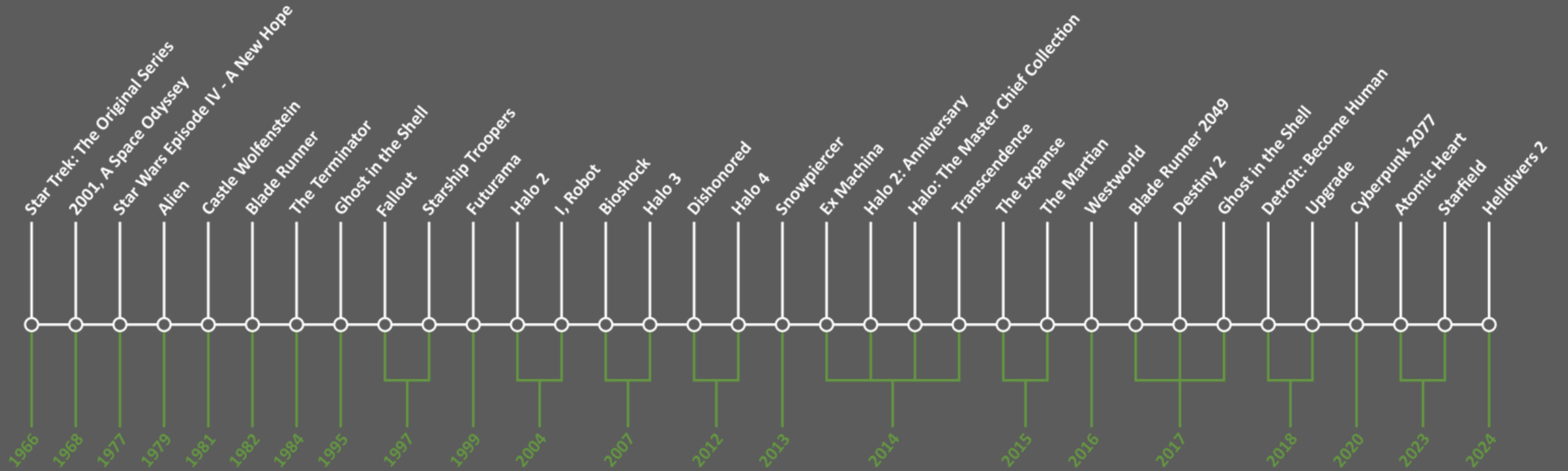


- Slum Environment
- Extremely Dense
- Dim and Gloomy Lighting
- Dirty and Cluttered



- School Environment
- Colourful
- Warm Lighting
- Inviting Feel

Analysed Works



Influences in Science Fiction

- Technological
- Cultural
- Societal
- Previous Media

Technological

Retrofuturism

- NASA-punk
- Steampunk
- Atompunk
- Cyberpunk

Contemporary Technology

- Computers
- Displays
- Phones

Cultural

Fear of Robots / AI

- Displacement
 - Luddites
- Modern Issue

Societal

Capitalism

- Distance Between Classes
- Push of Advertisers

Governmental

- Fascism
- Communism

Previous Media

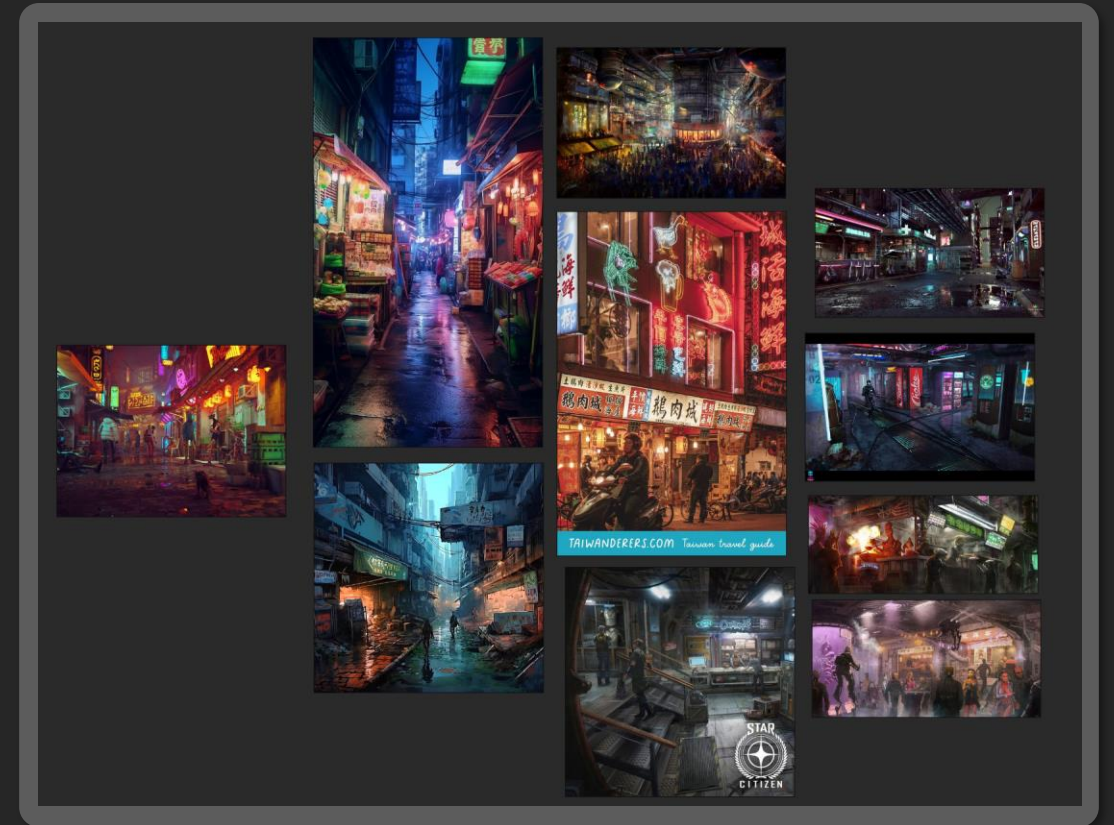
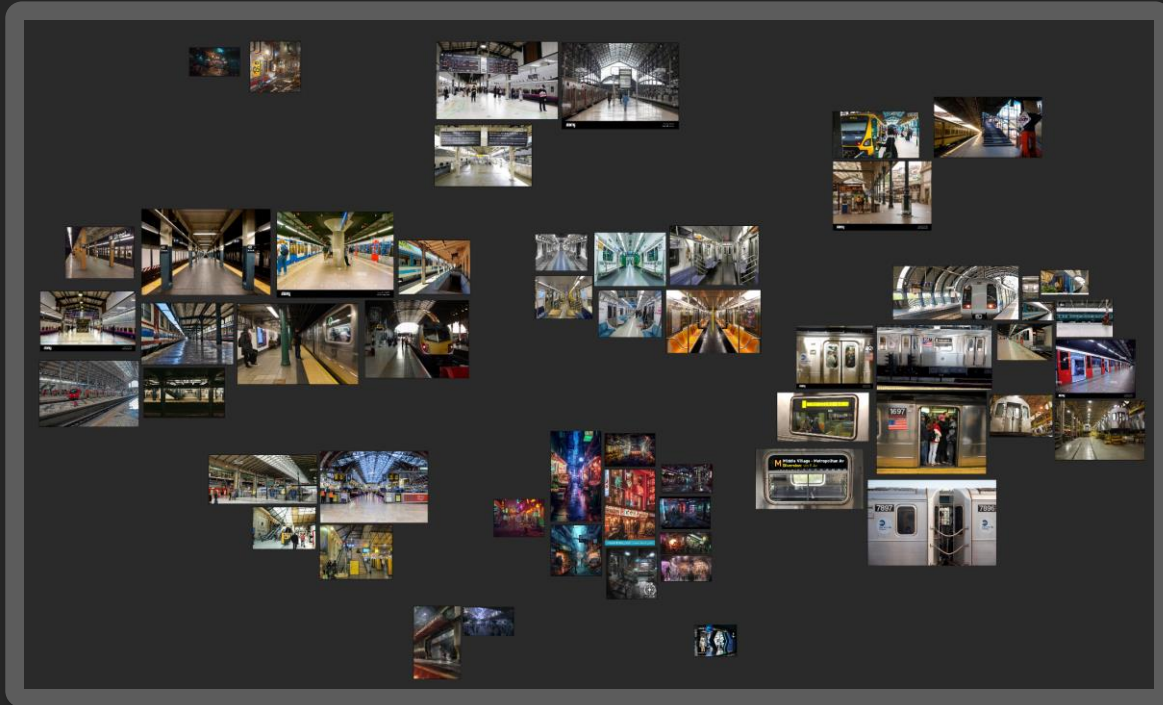
Influences from the Past

- Film Noir
- Star Wars

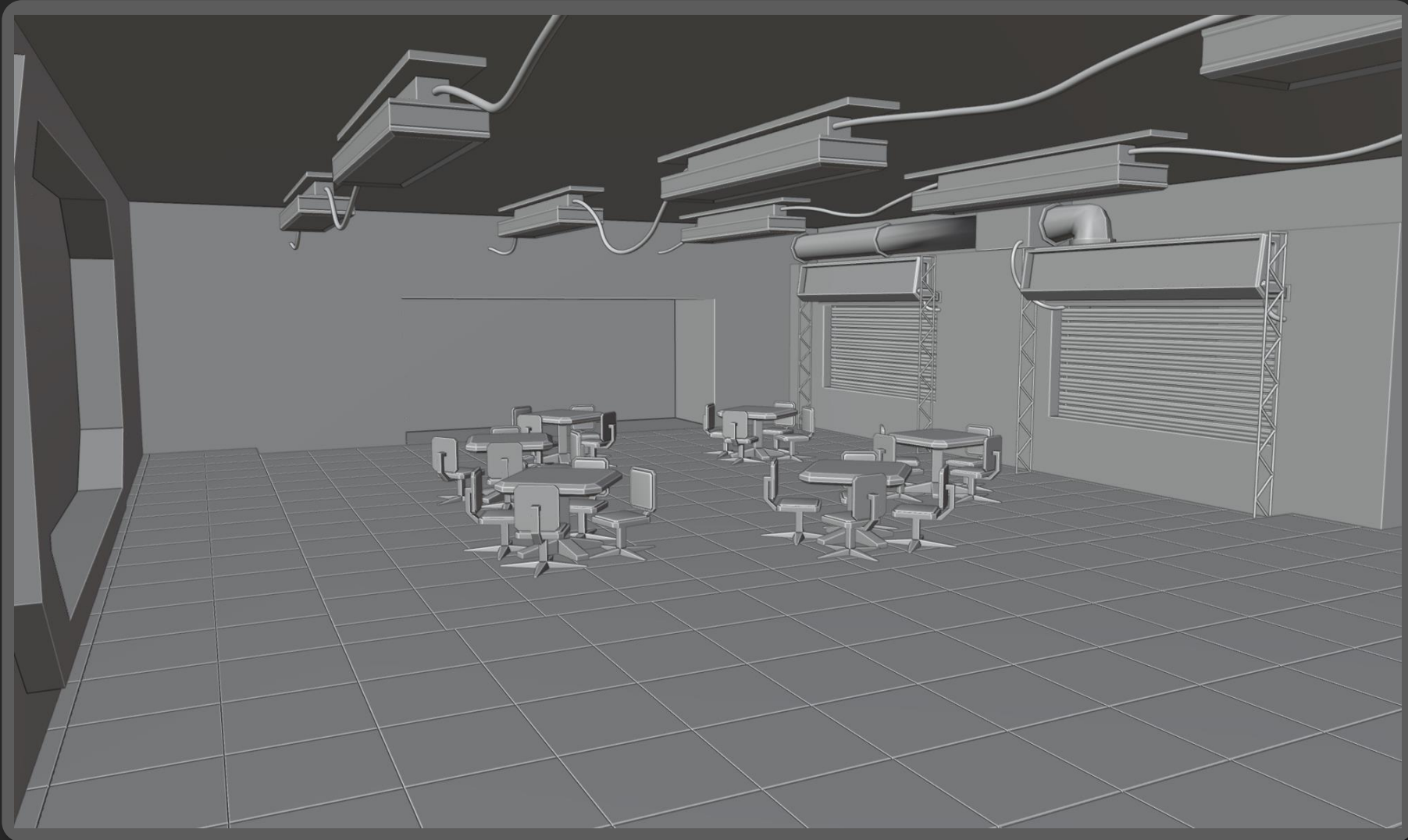
Creation of Environments

- Two Environments
- Hyperloop Transit Station Waiting Area
- Design Inspired by Two Different Eras of Science Fiction

MoodBoards



Development Layout



Dystopian Design



Retro Design



Recommendations for Future Research

- Expansion of research into influences from previous media
- Creation of more environments
- How Sci-Fi has influenced real life
- Deeper analysis of more media

References

- [1] R. Scott, Director, Blade Runner. [Film]. United States of America, United Kingdom: The Ladd Company; Shaw Brothers; Warner Bros., 1982.
- [2] D. Villeneuve, Director, Blade Runner 2049. [Film]. United States of America: Alcon Media Group; Columbia Pictures; Bud Yorkin Productions; Torridon Films; 16:14 Entertainment; Thunderbird Entertainment; Scott Free Productions, 2017.
- [3] CD Projekt Red, Cyberpunk 2077, Warsaw: CD Projekt, 2020.
- [4] R. Scott, Director, Alien. [Film]. United States of America, United Kingdom: 20th Century Fox; Brandywine Productions; Scott Free Productions, 1979.
- [5] 343 Industries, Halo 2: Anniversary, Redmond: Xbox Game Studios, 2014.
- [6] 343 Industries, Halo 4, Redmond: Microsoft Studios, 2012.
- [7] B. Joon-ho, Director, Snowpiercer. [Film]. South Korea: Moho Film, 2013.

Outro

