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Introduction

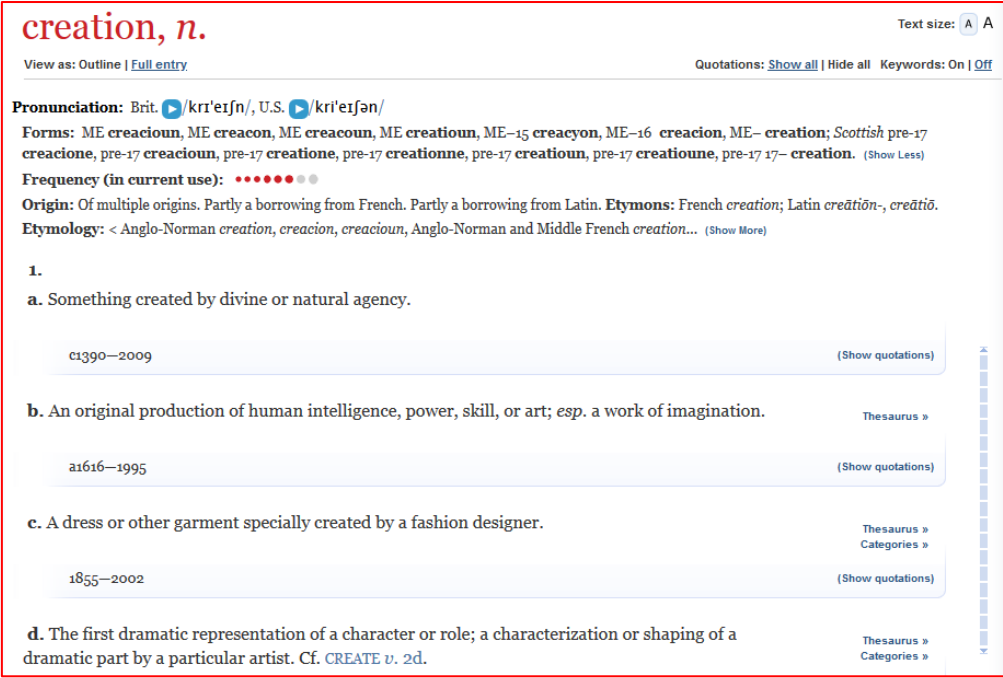
I am writing this proposal with the words 'worlds', 'fantasy' and 'creation' in mind. Choosing these words encompass most of my practice. It also makes me think of the different 'Create Your Own World' (Lupoff, 1965) ideas that can be found online. World creation or world building is a complex task that many artists in diverse range of occupations have successfully attempted. *Wizarding world* (J.K Rowling), *Stargate* (Devlin and Emmerich), *Onomatopoeia* (Charles Avery) are just some examples of worlds that have been created. World building is not just creating the basics but making a functional place, with its own set of rules and traditions. There are multiple ways to construct a world as it can be a new planet, or it could be an alternative reality.

Artists that inspire Me

Many artists have created worlds in their work. My inspiration came mostly from Gene Roddenberry (*Star Trek*) and Lewis Carroll (*Alice in Wonderland*). Roddenberry's *Star Trek* vision of the future inspire me to play with the idea of world building. It also plays with the concept of fantasy with the worlds being unlike earth. Christin and Mézières (1970) universe of *Valérian and Laureline* was the inspiration for many other artists such as Luc Besson (director '*The Fifth Element*') and others. They have also been a strong inspiration for my own work. Carroll's Novel has brought inspiration through the eccentricity of his world creation involving fantasy and imagination.

Links to My Practice

World Creation is connected to half of my practical work as I have made some preliminary pieces of ideas related to the universe I am creating. My idea started from a dream in 2013 of two characters that expanded to a world. It began as an idea for a novel which over time expanded to multimedia ideas that eventually added drawings 3D models and paintings. There are paintings that have been crated to show the art in that world. I have used buildings from the world that we live in to show that it is a universe similar to this one, but an alternate version as it contains mythological elements. In the future, a new culture will be crafted in order to develop a new language along with many other details that are involved in creating an alternative world.



The screenshot shows the OED entry for 'creation, n.'. At the top, it includes the word 'creation, n.' in red, followed by 'View as: Outline | [Full entry](#)' and 'Text size: A A'. Below this, it shows 'Pronunciation: Brit. [/kriˈeɪʃn/](#), U.S. [/kriˈeɪʃən/](#)' and 'Forms: ME [creacioun](#), ME [creacon](#), ME [creacoun](#), ME [creatioun](#), ME-15 [creacyon](#), ME-16 [creacion](#), ME- [creation](#); Scottish pre-17 [creacione](#), pre-17 [creacioun](#), pre-17 [creationne](#), pre-17 [creatioun](#), pre-17 [creatioune](#), pre-17 17- [creation](#). (Show Less)'. It also shows 'Frequency (in current use): ●●●●●●●●' and 'Origin: Of multiple origins. Partly a borrowing from French. Partly a borrowing from Latin. Etymons: French [creation](#); Latin [creātiōn-](#), [creātiō](#). Etymology: < Anglo-Norman [creation](#), [creacion](#), [creacioun](#), Anglo-Norman and Middle French [creation](#)... (Show More)'. The main definition is '1. a. Something created by divine or natural agency.' with a date range 'c1390–2009' and a '(Show quotations)' link. Below this is 'b. An original production of human intelligence, power, skill, or art; esp. a work of imagination.' with a date range 'a1616–1995' and a '(Show quotations)' link. Then 'c. A dress or other garment specially created by a fashion designer.' with a date range '1855–2002' and a '(Show quotations)' link. Finally, 'd. The first dramatic representation of a character or role; a characterization or shaping of a dramatic part by a particular artist. Cf. [CREATE](#) v. 2d.' with a '(Show quotations)' link. On the right side, there are links for 'Thesaurus »' and 'Categories »' for each definition.

Figure 1. Oxford English Dictionary (OED) definition: Creation

Creation (Figure 1) is the first word I chose to write about because it encompasses a wide range of things. Being more specific, creation is an ample word that can define the world where we live or a piece of art (for example Ephemerality – Figure 2 - is a piece that I created which shows a love story and time passing on by the different seasons). The general sense of the word is the process of an idea to the final form. Different contexts create different meanings, but its basic meaning is the same. In science, creation could mean the beginning of the universe opposed to religion's creation theories such as The Bible, where God created the universe. Humans are going to always debate on the creation of the universe. "The origin of the universe is either the creation made by the Wise Creator (theism) or the random chance of evolution of the universe (atheism)" (Adhikari, 2011). Then there is the different connotation in art as it can be more of a physical development from its conception to its delivery. This is applicable to any creative art such as writing, fine art, sculpture and more.



Figure 2. Ephemerality (2020).

In science the word creation is linked with the Big Bang Theory and the beginning of this universe. The theory is that the universe expanded with certain conditions. There has been a discussion on whether the Universe will "expand forever, or whether it will someday stop, and collapse in a "Big Crunch?" (Nagaraja, 2020). There are many theories that are linked to how the universe was created. Human ingenuity has made us travel to space to explore it and study it to understand the creation of the universe and to research the expanding cosmos. National Aeronautics and Space Administration (NASA) have made telescopes to study the universe (Nagaraja, 2020).

In religion, creation is about how God, or another deity created the world. The different religions have various origins that make the argument that the creation was not created by a Deity. Abrahamic religions believe that there is a creator for the creation of the universe. In the Catholic Bible, "*The First Book of Moses, called Genesis*" explains the creation of the universe in steps, from the first day to the seventh day. Before God created the world, "Earth was without form and void; and darkness [was] upon the face of the deep" (Genesis 1:2). The other religions that have a Creator have a comparable beginning to the world.

In art, the word Creation is important because without "the act of creation, no artist exists" (Artsz, 2008). Without the process of creation in art, there would not be a way for artists to express themselves. Due to this, artists can make things to express their feelings and opinions. In art, creation and imagination are link together as they do not work without each other. Imagination is the basics of creation in art as it is the idea for the process. Creation and imagination are both important to create beauty in the world via the arts (Artsz, 2008).

The practical creative process is quite simple. In fine art there are different process to create a artwork. The reason is that it depends on the discipline that the artist uses. Sculpture's development from idea to the final

piece was unlike paintings method. Painting is getting an idea, get a canvas, and paint. However, sculpture can be more complex because its idea (e.g., mould the piece, fire it in a kiln and the final piece is done). Modelling a Marquette for a piece of work can “often be the first step” (Tate, 2020). In sculpture there is also carving, casting and lastly constructing and assembling (Tate, 2020). The creation of an artwork can be enjoyable, as it is physical process occupies your hands and your mind while working.

Imagination can lead to creative ideas that form into concepts which have a practical function or an impact on a person admiring a piece of art or a new book. Creative writing is also piece of artwork as it came out of someone mind. There are many different types of creative writing from Fiction to songs. The beginning of writing a book is similar to an artwork because it starts with an idea. From there, you have to create a world that surrounds your character and also the character’s personality. The surrounding characters and the places also have to be created to have a working story. There are books like ‘*Alice’s Adventures in Wonderland*’ where another world was created. Carroll’s world was a place of weird occurrences such as bottles that had “paper labels with the words “DRINK ME”” (Carroll, 1865, p.9) and characters like the Mad Hatter. His work inspired me to have an element of strangeness in my own work.

fantasy | phantasy, *n.*

View as: Outline | [Full entry](#)

Quotations: [Show all](#) | [Hide all](#) Keywords: On | [Off](#)

Pronunciation: /ˈfæntəsi/

Forms: *α*. ME–16 *fantasi*(*e*, -*ye*, -*azie*, -*aisie*, -*aysie*, -*esi*(*e*, -*esy*(*e*, -*essy*, (ME *fantasy* ... ([Show More](#))

Etymology: < Old French *fantasie* (French *fantaisie*), (= Provençal *fantazia*, Spanish, Portuguese ... ([Show More](#))

1. In scholastic psychology:

1a. Mental apprehension of an object of perception; the faculty by which this is performed. *Obs.*

c1400–1675

[Thesaurus »](#)
[Categories »](#)

([Show quotations](#))

1b. The image impressed on the mind by an object of sense. *Obs.*

c1340–1594

[Thesaurus »](#)

([Show quotations](#))

12. A spectral apparition, phantom; an illusory appearance. *Obs.*

c1325–a1583

[Thesaurus »](#)

([Show quotations](#))

3-

a. Delusive imagination, hallucination; the fact or habit of deluding oneself by imaginary perceptions or reminiscences. ? *Obs.*

1340–70–1753

[Thesaurus »](#)

([Show quotations](#))

b. A day-dream arising from conscious or unconscious wishes or attitudes.

1926–1957

[Thesaurus »](#)
[Categories »](#)

([Show quotations](#))

4-

a. Imagination; the process or the faculty of forming mental representations of things not actually present. (Cf. *FANCY* *n.* 4) Also *personified*. Now usually with sense influenced by association with *fantastic* or *phantasm*: Extravagant or visionary fancy.

In early use not clearly distinguished from 3; an exercise of poetic imagination being conventionally regarded as accompanied by belief in the reality of what is imagined.

1553–1870

[Thesaurus »](#)

([Show quotations](#))

Figure 3. OED definition: Fantasy.

Fantasy (figure 3) is a wide genre that encompasses different splinter and sub-genres that are linked by magic and the supernatural. Humans use fantasy as a way to escape the monotony of the reality. The ability to fantasise is “a trait of which humans can be especially proud” (Tuan, 1990). The artist and writers that create works of fantasy have to work harder the any other genre because they have to “depict the unknown, the unreal and the impossible, and make it believable, compelling, and beautiful” (Haber, 2011, p.8) and they still have to be able to finish on a deadline. It leaves them little time to create amazing places that most people would never have imagined.

One of the most important sub-sections in fantasy is *Myth and Legends*. In every culture there are elements of each within their creation stories. Myth are the stories that have deities, their offspring and the magical. Legends are stories about important people that have changed the world without powers. Myth can be valuable to particular people as the stories are significant to their religion or beliefs, because it can “reinforce the cultural identity of the people who tell them” (Wilkinson, 2009, p.9). Stories can have more than one version due to oral lore before it became written. Legends are stories like King Arthur and the round table, who was a legendary king, but no confirmation exist about his presence in history.

Surrealism is a part of the legacy of fantasy as it is linked to the notions of dreams and imagination. The works created by Surrealist artists can be described as bizarre and other synonyms of weird. As surrealism was influenced by Sigmund Freud’s *The Interpretation of Dreams* and the way that it “could help us understand our unconscious minds and release repressed memories” (Dempsey, 2019, p.18). The Surrealists used the basics of that and utilised the idea of the unconscious. It was André Breton idea of creating a movement for both artists and writers that united both reality and dreams to unlock the subconsciousness.

Folklore is a part of mythology, in which a story is orally told through generations. It is important in humanity because traditions around the world are linked to folklore. Both folklore and art are linked by different creative activities. In the modern world there are many tales that have become common in popular culture. The ‘*Grim Fairy Tales*’ are common in the world that we live now, but they have been changed to a lighter tone from the original that had darker tones which had lots of premarital sex, graphic violence, child abuse, Anti-Semitism, incest and wicked mothers. However, concurring psychoanalysts agreed that “hidden sexual innuendos in “Grimm’s Fairy Tales” (Greenspan, 2018) stayed in the tales.

Modern fantasy can also be called contemporary fantasy. This is more of a sub-genre section of fantasy, rather than a sub-section, as it is a part of a bigger picture. This type of fantasy is centred around the time that the writer or the artist is living, as the sub-genre is as its name suggests. There are “Six Basic Fantasy Motifs” (Reyes, 2020) that classify modern fantasy in a novel. They are: *Magic, Other worlds /Secondary Worlds, Good v Evil, heroism, Special Character Types and Fantastic Objects*. According to an online website about literature it says that these stories “should invite the reader to examine issues of the human condition and believe that such world could really exist” (Reyes, 2020).

Science Fiction (*Sci-fi*) and *Fantasy* are part of the same genre “speculative fiction” which include features that do not occur in the real world. There are a lot of artists and writers that use this sub-section for artworks, books, tv shows and other creative media. In recent years they have created several tv shows that have a science fiction as their genre such as Star Trek. I am inspired by the program. *Sci-fi* has a lot that can be created as it can show the different levels of the technology in the world or the country that the creator has thought of. *Sci-fi* has sub-genres that are sometimes linked into the time that we are in. Steampunk is inspired by the Victorian era and the American West with clocks (Donovan and Bennett, 2011). Cyberpunk is inspired by the mixture of both low tech and high tech like androids and cyber enhanced humans (Sterling, 1986). Biopunk is inspired by biology and technology - Biotech (Schmeink, 2016). They all inspire me in some little way.

world, *n.*

Text size:
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View as:
Outline
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Quotations:
Show all
Hide all
Keywords:
On
Off

Pronunciation:
Brit.
/wəːld/,
U.S.
/wər(ə)ld/

Forms:
...
(Show More)

Frequency (in current use):
.....

Origin:
A word inherited from Germanic.

Etymology:
Cognate with Old Frisian *wrāld*, *world* (West Frisian *wrâld*), Old Saxon *werold* ...
(Show More)

I. Human existence; a period of this.

1.

a.
The state or realm of human existence on earth; = *this present life* at LIFE *n.* 12c.
Chiefly *this world* (see sense 1b and as main entry); also with *the*.

Thesaurus »

eOE—2006

(Show quotations)

b.
Preceded by adjectives designating a world other than that of earth (chiefly in Judaeo-Christian contexts); *spec.* the world of the afterlife of the blessed; heaven. Frequently in **another world, a better world**, and similar expressions.
next, other world: see the first word. Cf. also AFTERWORLD *n.*

Thesaurus »

Figure 4. OED definition: World

‘World’ is the final word that I am going to write about, but it is not the last word that links to my work (Figure 4). There are multiple different hidden meanings in the word *worlds*. It can be found in a diverse range of areas. Normally it is about the Planet Earth. In sciences is about the planets in the Universe; in art there are parallel universes or other versions of earth and more. Also, each different job has a world such as the ‘art world’, the ‘scientific world’ and many others. Both Detective Comics (DC comics) and Marvel Comics (Marvel) use the multiverse, so they can run with different storylines for one character or have a world like ‘Smallville’ linked into another DC Multiverse world like the Arrowverse. ‘Smallville’ is not going to be added into the Arrowverse as it “occupies its own important, distinct place” (Beedle, 2019).

The art world is a term that is explaining the job related to the arts. There are the artists, the ones preserving it, the ones selling it and many other jobs that are linked. While some job in the arts that may not seem that like they are, such as Architects. There are bad points in the artwork as it can be unfair to artist as “sellers Profit When They sell Works at Auction” (Boucher, 2019) and many other problems that an artist can encounter. Being a woman in the art world is hard since women are blocked in having the same success as men. The cannon has not really changed as the most successful are still mainly middle aged, rich and white men than any others (Boucher, 2019).

Parallel universes or other versions of earth are created for programs that are set in a similar universe to ours but that have small different nuances in their makeup. The nuances in the worlds tend to be superhumans, supernatural, magic and other things that would not exists in the real world. The ‘Arrowverse’ has a bit of all of them as the series surrounding ‘Arrow’ has a lot of them, as it is part of the DC Multiverse. Marvel is the same with the MCU (Marvel Cinematic Universe) and any film made from a Marvel comic. Buffy the Vampire Slayer, is different because it is about the supernatural then superheroes

When people think about planets, they think of planets in our Solar System orbiting the Sun (NASA, 2020). That is just in our solar system because the are many stars in our galaxy and more planets. There are many more galaxies in the universe that have more planets. NASA and Astrophysicists have been looking for life in the universe and in our Solar System, but they have not found anything yet. There are discussions that are about “whether any of the more than 4,000 curiously weird planets beyond our solar system discovered in the past two decades could support life” (Shekhtman, 2020) and how earth can help scientist create models of life on other worlds.

There is a split in fiction about life on other planets because television shows are limited to the shape of the actor (virtual animation can be used but money plays an important role in this aspect) whereas books and cartoons are only limited by imagination. In the cartoon called '*Futurama*' there are multiple different worlds, in which different looking beings that have the shape nothing like a human. However, in shows like '*Star Trek*' the beings tend to resemble the human shape because the characters are human in make-up. The worlds in both shows have a range of different lifestyles and assortment of planets with a diverse of development. Both shows are also set in the future were earth has developed enough that space travel is for the masses.

I have had a hard time trying to think about how to write a good conclusion, but watching a program called '*Cosmos*', it started to inspire me and my writing. Neil deGrasse Tyson stated how imagination is important in science. He said that we need imagination, but alone is not enough because the reality of nature is by far more amazing than anything we can imagine. That idea is what made me think that imagination is one of the most fundamental idea in the world. The creation of ideas in the human race is essential to develop a better world. The way that we imagine different world and creation worlds in books and art. It shows that no matter who says that art is not important. Writers create new world every day or add to their exist. It begs the question: How complex does a world have to be if it should be considered as a success?

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