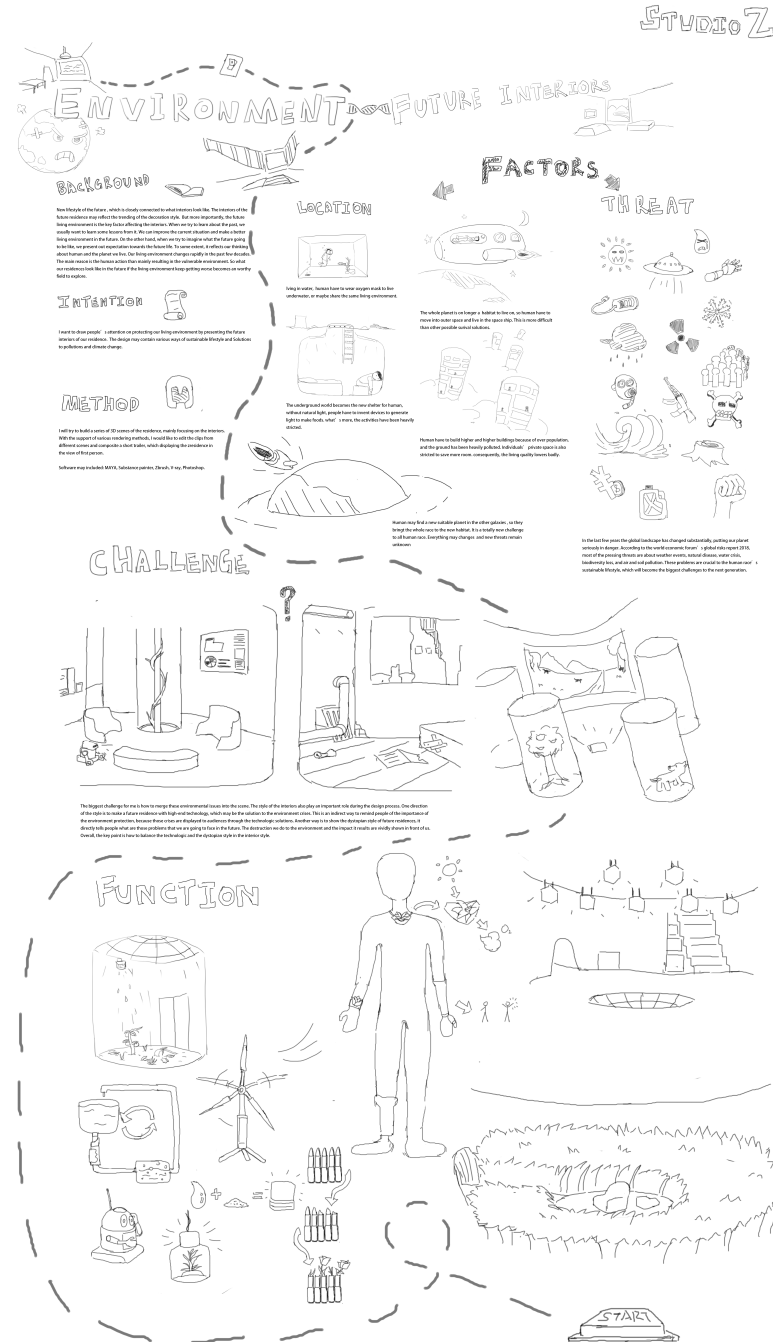

Storytelling through futuristic interior design

Guangrui Zhang(Stark)

Masters of Animation, Games
and Interactivity (MAGI),
School of Design,
RMIT University,
Melbourne, Australia
snumber@rmit.edu.au

Abstract

In this project, I am going to explore what the future residence would be like when the planet is entirely destroyed. The design of the futuristic interiors will include the thinking towards environment protection and hu-man's new lifestyle. More importantly, I am going to explore the way of merging storytelling into environment design.



Introduction

New lifestyle of the future , which is closely connected to what interiors look like. The interiors of the future residence may reflect the trending of the decoration style. But more importantly, the future living environment is the key factor affecting the interiors.

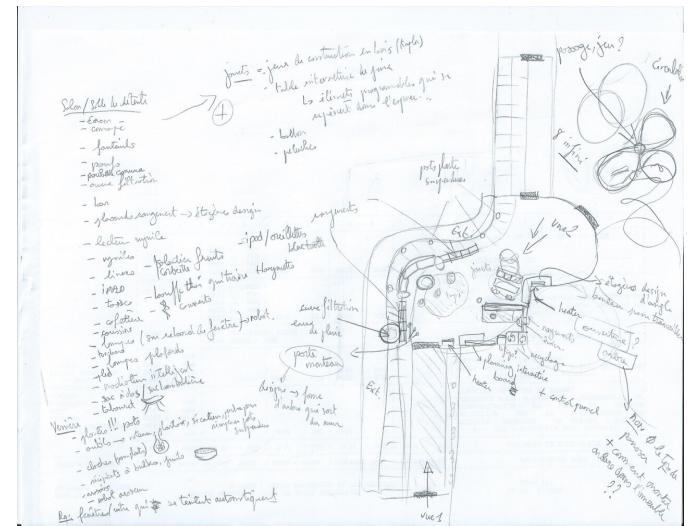
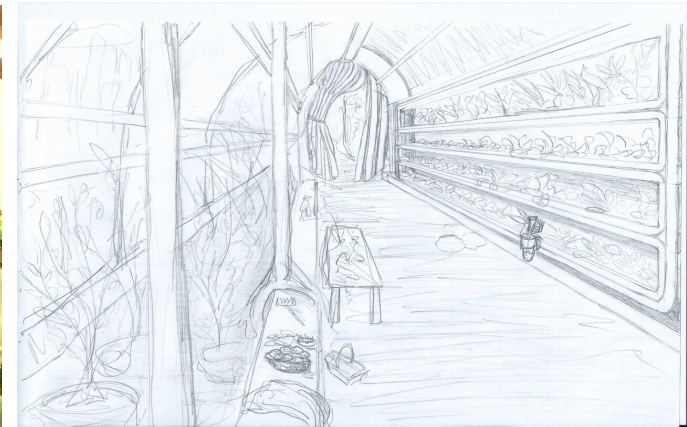
When we try to learn about the past, we usually want to learn some lessons from it. We can improve the current situation and make a better living environment in the future. On the other hand, when we try to imagine what the future going to be like, we present out expectation towards the future life. To some extent, it reflects our thinking about human and the planet we live.

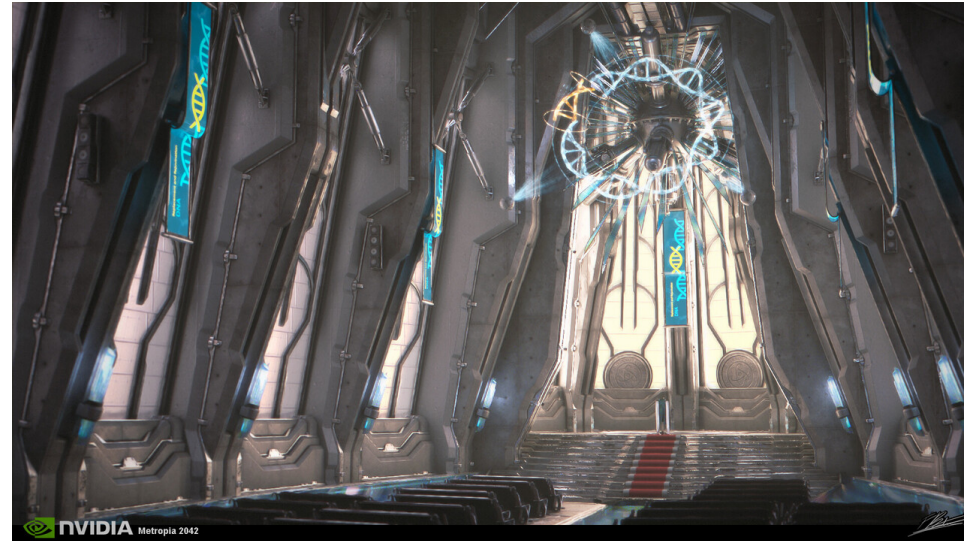
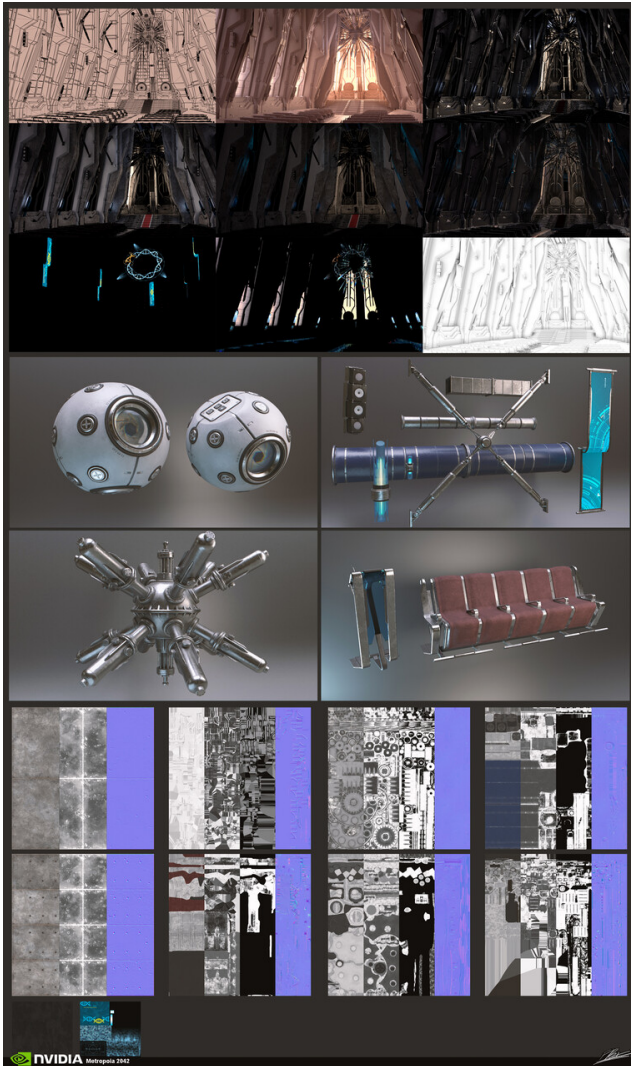
Our living environment changes rapidly in the past few decades. The main reason is the human action that mainly results in the vulnerable environment. So what our residences look like in the future if the living environment keep getting worse becomes a worthy field to explore.

I want to draw people’s attention on protecting our living environment by presenting the future interiors of our residence. The design may contain various ways of sustainable lifestyle and Solutions to pollutions and climate change.

Related Practice

This project is made by 3D artist Alex Gete from France. In his design, the main three aspects Of interiors are ecological construction, collective gardening and intergenerational housing. These are not something that is far away from the present life, on the contrary, we have already started to think of solutions to these needs.





This is a center for scientific discussion and lecture, and the design is revered and respected like the religions of old. As the artist Floyd Billingy introduced, this building possesses a large variety of function like ample heated seating, an elevated lectern, surround laser guided audio.

Although this interior design is not for living, its shows the combination of high-end technology and old building structure.

Reflection 1

Folio plan

I am going to design 3-4 3D scenes of futuristic residences and make a short video presenting the interiors of these scenes.

There are some methods:

A. Display the process of changes from the present to the future or maybe just one with some obvious adjustment.

Technology has improved substantially through so many years. furniture, appliance, decoration

B. Making comparison between the good and the dystopian consequences.

C. Making contrast of the interiors and exteriors of the future

With careful consideration, I prefer option C as it is more direct to show us the core idea of my project

I also document some of my thinking process from week 1 to 6, so that I can review some ideas that I discard and how I polish these ideas.

During the brainstorm, I listed some factors which may affect the design of interiors. Not all of them are going to be put into consideration, but it will help me to choose the suitable factors.

The first factor is possible threats in the future. In the last few years the global landscape has changed substantially, putting our planet seriously in danger. According to the world economic forum's global risks report 2018, most of the pressing threats are about weather events, natural disease, water crisis, biodiversity loss, and air and soil pollution. These problems are crucial to the human race's sustainable lifestyle, which will become the biggest challenges to the next generation. Except that, location and function of the residence are also important factors. Especially the location, it mainly determines the structure of the residence. We may live in the underground world, ocean or even space as the old habitats are entirely destroyed. On the other hand, the function of the house decides the detail of decoration and furniture.

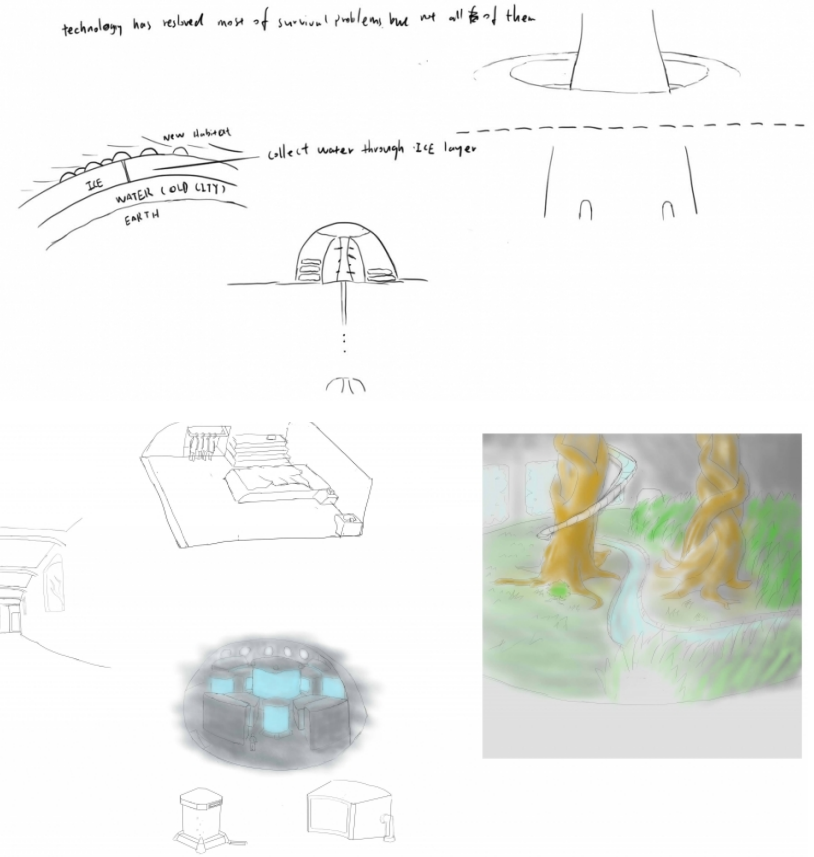
The biggest challenge for me is how to merge these environmental issues into the scene. The style of the interiors also play an important role during the design process. One direction of the style is to make a future residence with high-end technology, which may be the solution to the environment crises. This is an indirect way to remind people of the importance of the environment protection, because those crises are displayed to audiences through the technologic solutions. Another way is to show the dystopian style of future residences, it directly tells people what are those problems that we are going to face in the future. The destruction we do to the environment and the impact it results are vividly shown in front of us. Overall, the key point is how to balance the technologic and the dystopian style in the interior style.

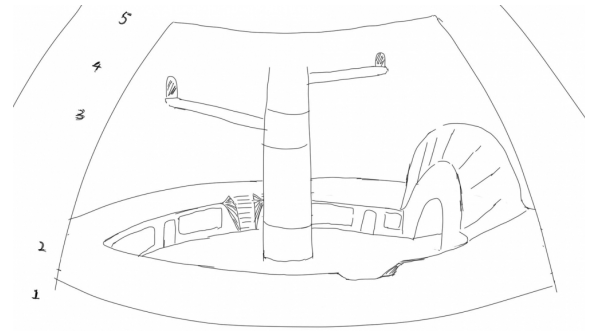
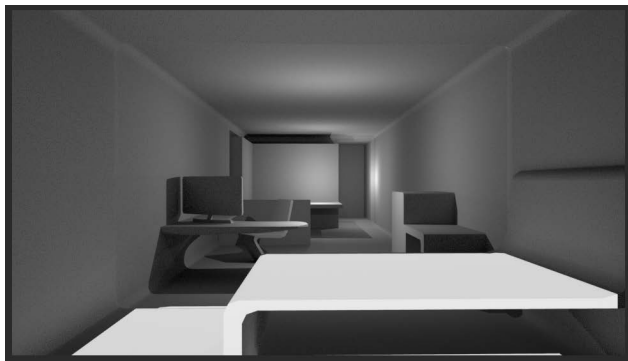
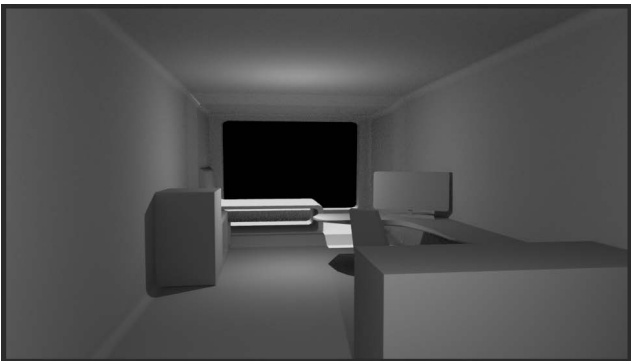
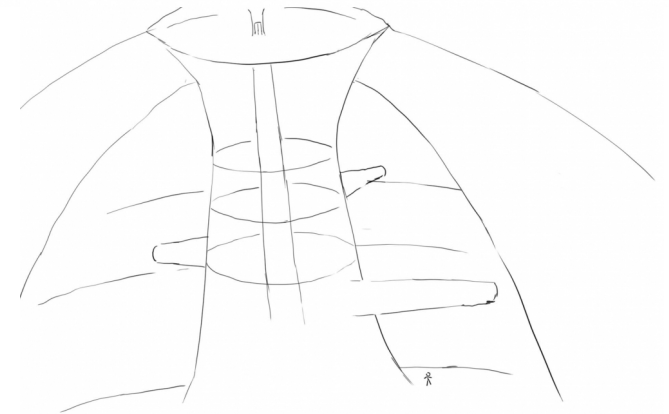
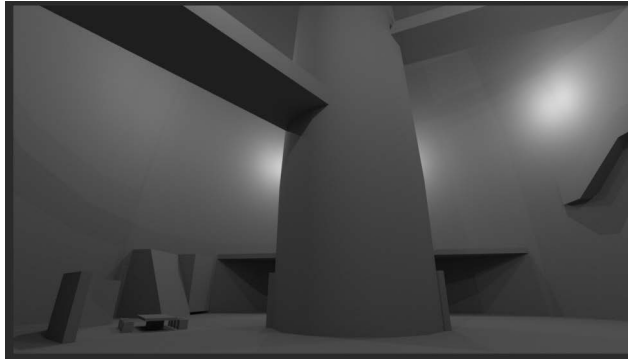
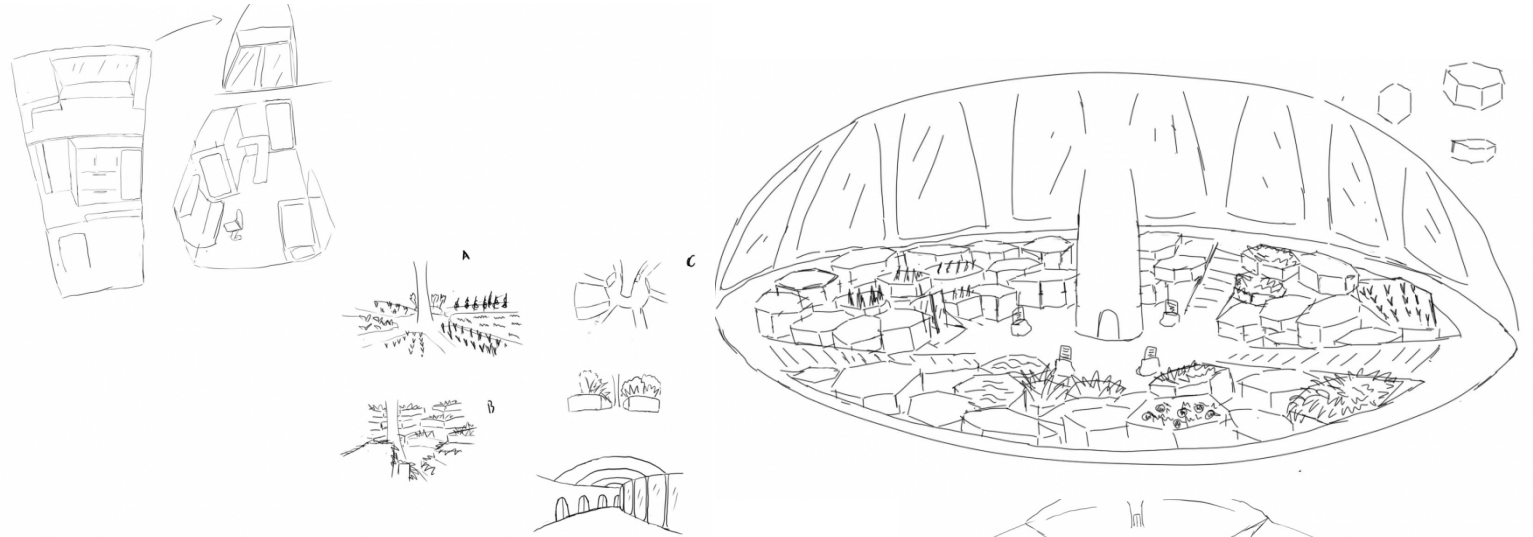
Reflection 2

Background behind the scene

Many years later, the sea level has risen up and eventually destroyed all the habitat. At the same time, the planet start to freeze and a new ice layer is formed above the water level. Therefore the rest of the human build new shelters on ice. What's worse is that the ozone layer is broken, the result of which is that no oxygen exists outside. Human have to produce oxygen in the shelter. Nevertheless, we still have to consume the limited oxygen carefully.

These are some sketches I made in the first week, the main purpose is to decide the backstory of the scenes, which would help me to figure out what kind of structure the interiors suit best. Except that, the render images below are some test of the shelter. I am not very satisfied with the result. The area looks spacy and lacks some kind of atmosphere that can drag us in.





Significane

Environment has always been a trendy topic as more and more people start to concern about our planet. Due to the pressure of overconsumption, population growth and technology, the biophysical environment is being degraded, sometimes permanently. Those urgent problems may eventually result in some destructive consequences and we can never remedy these mistakes.

Many artists have made several artworks towards this topic, showing their thinking of environment protection. In my project, I want to convey the idea through the interiors design. To do so, I will try to explore the way of emerging those environmental issues into the interiors design indirectly. In other words, environmental storytelling would be the key idea through the whole project. By doing this, it may help us to figure out the importance of environment design either in games and animation. What's more important is to get a better understanding of how the environment take part in the story-telling process so that we can utilize it in a more efficient way.

Summary

In the first week, I start off by deciding what kind of story or just some environmental protection ideas that I want to convey. Then the next stage for me is to make some sketches to have a clear sight of these 3D scenes. Except the design part, technique is another big problem for me, I want to bring the all scenes into unreal engine 4 so that I can use a camera moving around in the environment, which requires a complete workflow from modeling to texturing and rendering. These are the biggest challenges I have to face in the next 6 weeks.

