

THE STORY OF INC: THE VISUAL ENCYCLOPEDIA VOL 1: DESERT SOCIETY



DESERT

HIGH TECH SCRAP

EPIC SCALE



SUMMARY

Inc takes place on a desert planet that was at one time completely covered in water. Humans crash landed on the planet in a generation ship, and after wandering the land, came across an enormous structure in the sand which became known as The Citadel. Surrounding The Citadel, a supply of life giving water. And so encircling the water the people built their city, The Oasis, which was designed to protect its inhabitants from outsiders and keep the water flowing to its residents. A vast wall was constructed, with a few heavily guarded gates, and three towers inside the walls, one near each corner of The Citadel.

Immediately within the walls were acres and acres of farmland, enough to grow all the food the inhabitants of the walled city needed to survive. Reinforced aqueducts piped water into the farmlands, with guards posted at each spigot to enforce the city's strict water regulations. The city core of merchants, workshops and residences formed a tight ring around The Citadel. The tower guards kept an eye on the citizens as much as scouting for any approaching nomads. Rules were strict, punishment swift, and a rift between the elites and townsfolk had grown such that by the time the heroes of our story arrived, many within the walls were as ready for change as those living in the wastelands.

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SUMMARY



The Citadel



The Oasis and Towers



The Wall



Farmland



The Desert Wasteland

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ABOUT

Culture: Split into 2 groups, the People Of The Oasis (First Descendants), and the Nomads who wander the desert. A giant wall separates them. Inside the Oasis, a caste system exists: farmers, mechanics, priests and merchants.

History: A generation ship of humans left their home planet a millennia ago. On the way to their destination, something went wrong, causing the ship to crash on the desert planet. The survivors wandered and discovered the Citadel, the most plentiful water source in all their travels, and settled The Oasis, a large city made up of pieces of their broken generationship, around The Citadel.

Government: Theocracy. Completely controlled by the priesthood, although not all citizens agree with their rule

Religion: A single religion dominates the Oasis, worshiping the citadel as a god, since it provides life giving water to the community

Military: No large scale military, but there's an order of guards that protect the outside wall from people sneaking in.

Language: English

Character Biology: Pretty much indistinguishable from modern humans

Technology: A lot of technology is scavenged from the generation ship instead of created from scratch. A lack of raw materials means most everything is recycled from something else. For example, they have no metal ore mines, so if they want to make a piece of metal furniture, they will either take bits and pieces from the generation ship wreckage and fashion them into the furniture or will melt old pieces of broken metal from the generation ship, and refashion it into simple new shapes. They have robots which are cobbled together from construction robots discovered in the wreckage of the generation ship.

Economy: Market Capitalism, mostly based on farming, and crafting goods from leftover parts of the generation ship.

Energy Source: Water dropped from the tops of the towers go through a series of turbines, pulled by gravity. The turbines create electrical energy.

Education: Most are mildly educated, with the priests having a higher level of education

Cuisine: Mostly plant based from farming near the Citadel, with a few local alien creatures being edible. Refrigeration is very rare.

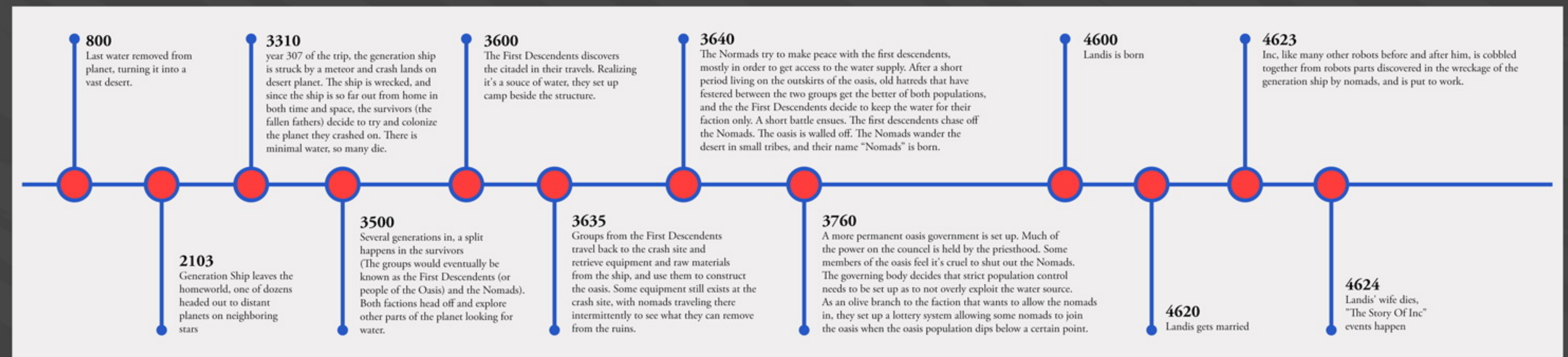
Sports: Variations of kick ball and a rugby style game with hoops on the end of a stick as the goal

Music: What we'd commonly think of as folk music, played on instruments fashioned from generation ship leftovers

Literature: Most literature, apart from church doctrine, is instructional, like how to repair things or how best to farm.

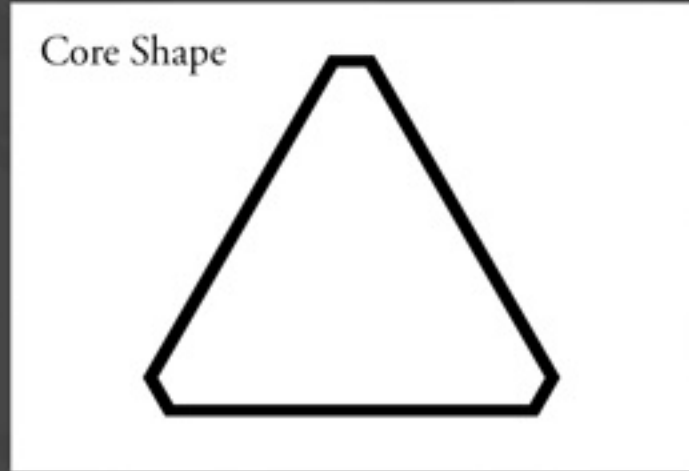
Cinema: None.

HISTORICAL TIMELINE

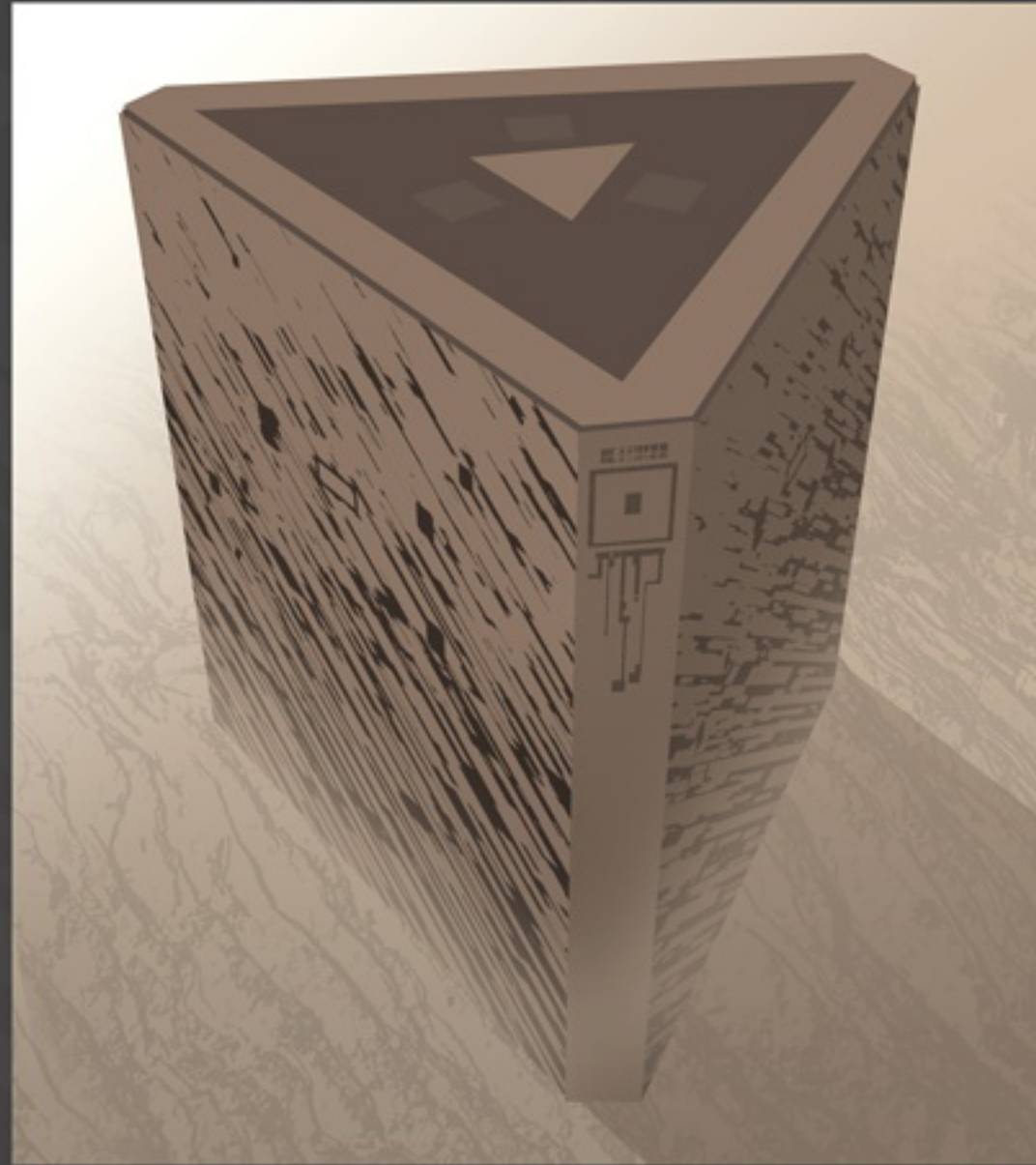


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SHAPE LANGUAGE

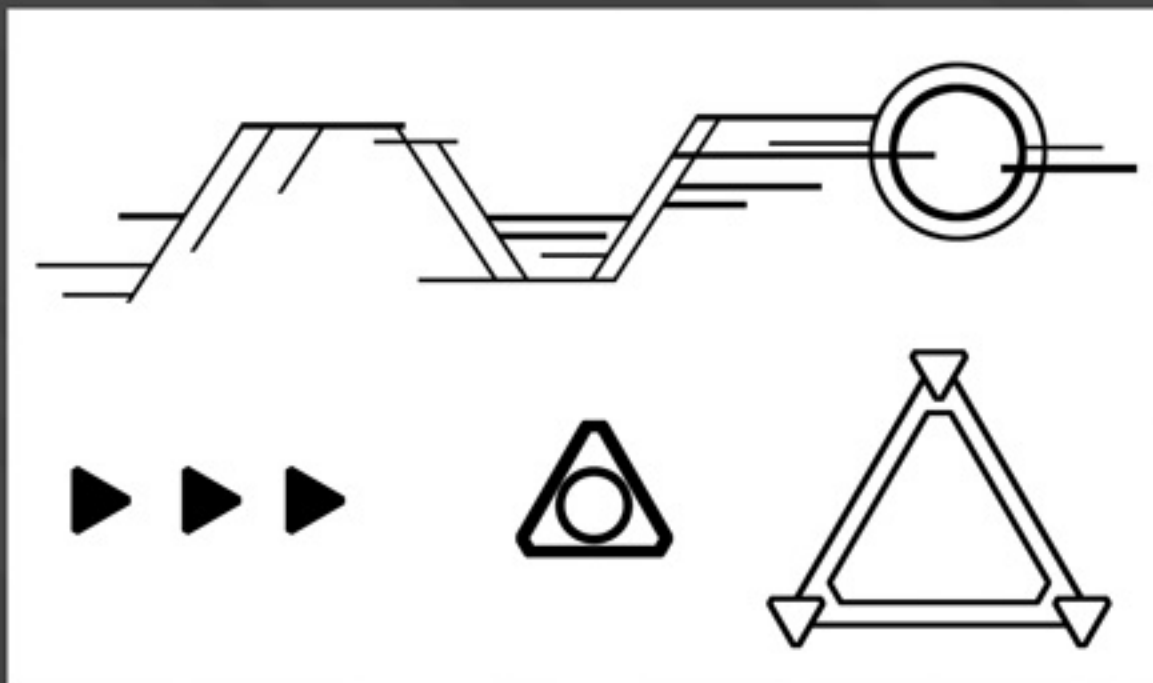


The main Shape Language for the people of the oasis is a Chamfered Triangle. It is the footprint of the Alien Artifact "The Citadel" which sits at the heart of the settlement. Since the people of the oasis consider the citadel as a sort of god (it did save them from the desert with life giving water), its shape has been incorporated into much of the people's architecture, clothing patterns and furniture, as a way give it thanks. The shape language of The Citadel combined with scavenged broken parts from the crashed generation ship provides most of the people of the oasis' design aesthetic.



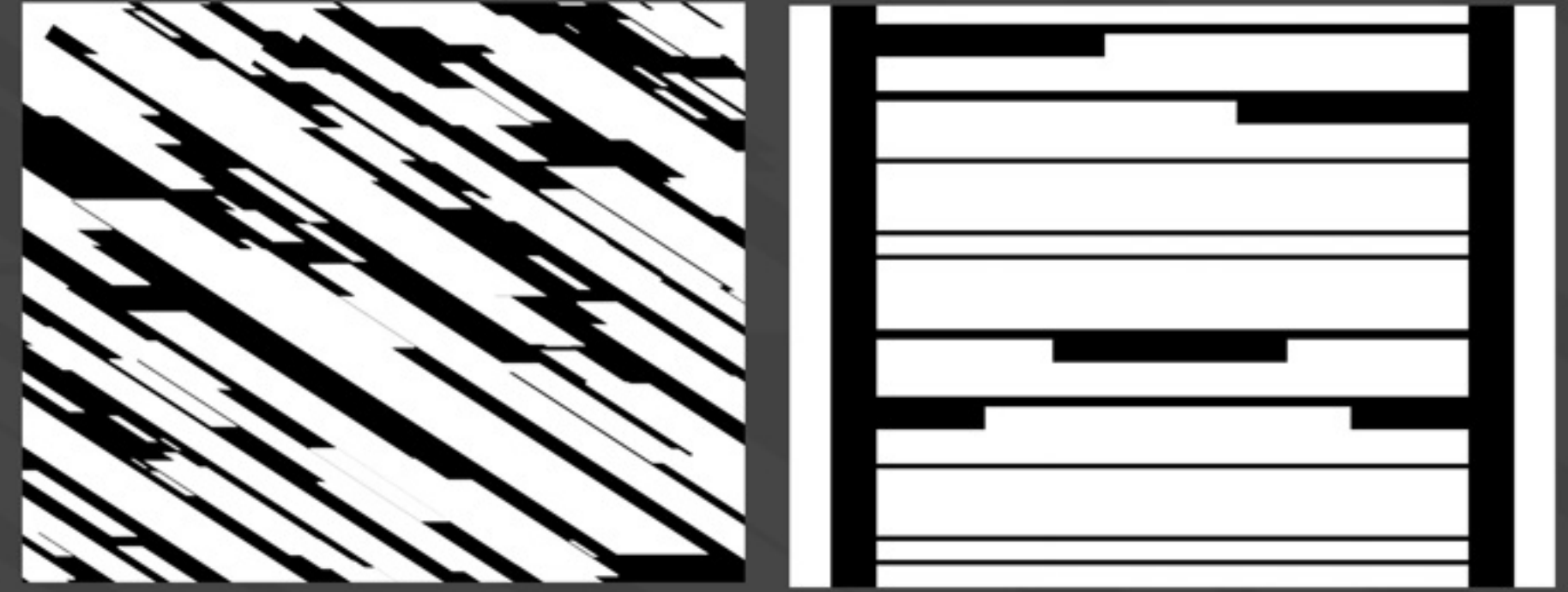
SYMBOLS / LOGOS

Other logos / symbols used by the people of the oasis either inspired by the citadel's overall shape, or directly copied from markings found on the outside of the structure.



A simplified logo / language found on the robots from the generationship

PATTERNS



Patterns used by the people of the oasis inspired by the exterior markings on the citadel.



Patterns used on clothing inspired by the coral and creatures of the desert.

TYPE

No alphabet / font for the peoples of the desert planet were produced for the project.

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COLOR SCHEME



Desert Colors (Sky, Haze, Sand)



Rock And Coral Colors



Plant Colors (only edible plants near citadel get green, otherwise no green anywhere else on the planet)



Architecture Colors (grey and brown with orange banner accents)



Villager Colors (tends to be desaturated)



Clergy Colors (tends to be saturated)



Robots (construction colors)

DESIGN PILLAR KEYWORDS

- Desert
- High Tech Scrap
- Epic Scale

ELEMENT KEYWORDS

- Banners
- Cloth Sun Shields
- Tents
- Rusty Pipes
- Epic Scale
- Glass Tubes
- Spare Parts
- Rusty Painted Metal
- Dirt & Drips
- Worn Metal
- Liquid Flasks
- Chamfered Triangle
- Poncho
- Head Scarf
- Layered Insulation

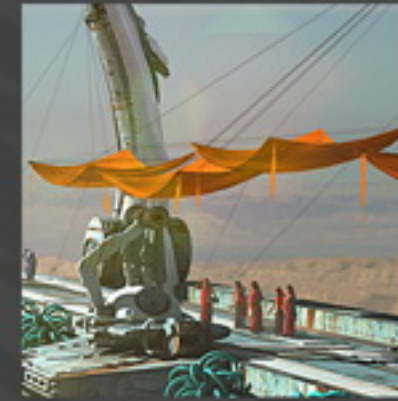
- Porous Rock
- Rock Pillars
- Weird Rock Shapes
- Sand And Rocks
- Dust Storm
- Sun Glare
- Specular Hits
- Distance Haze
- Giant Coral
- Coral Creatures

ELEMENTS

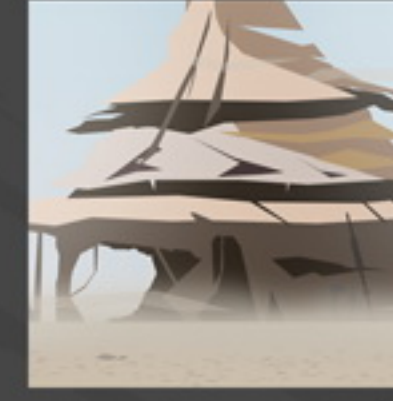
Banners



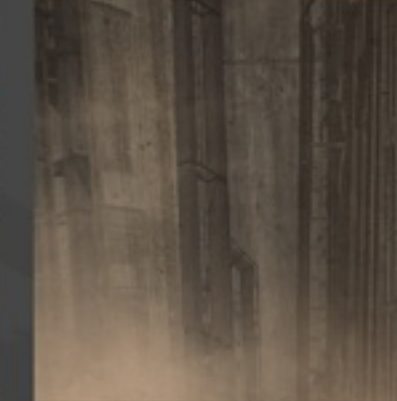
Cloth Sun Shields



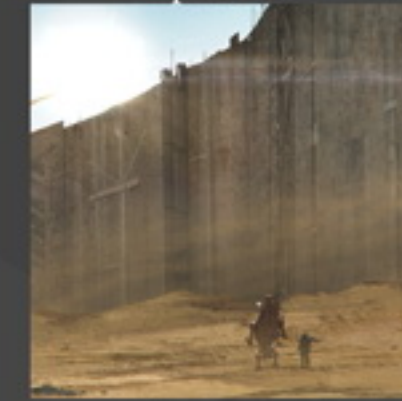
Tents



Rusty Pipes



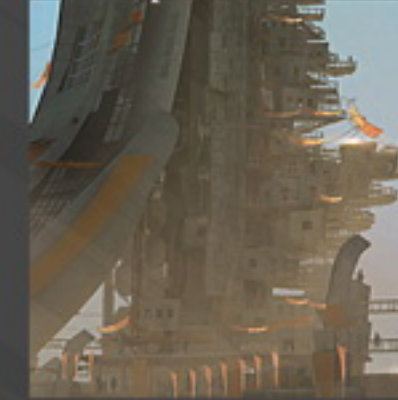
Epic Scale



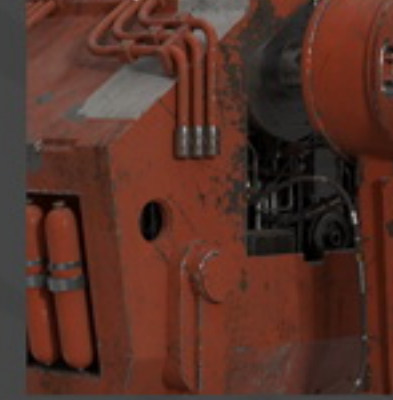
Glass Tubes



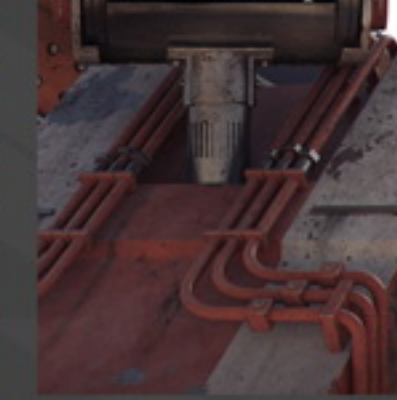
Spare Parts



Rusty Painted Metal



Dirt & Drips



Worn Metal



Liquid Flasks



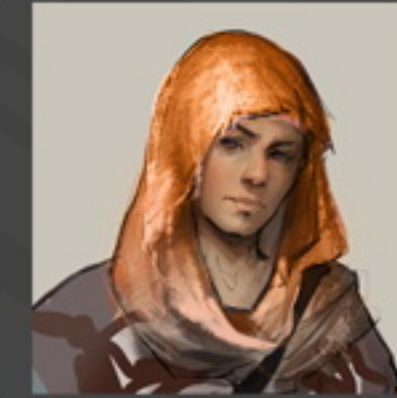
Chamfered Triangle



Poncho



Head Scarf



Layered Insulation



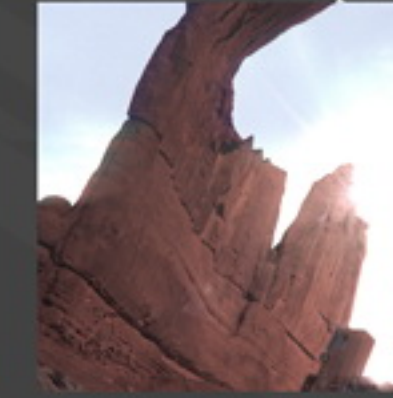
Porous Rock



Rock Pillars



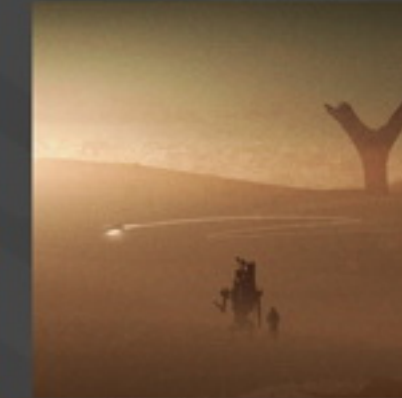
Weird Rock Shapes



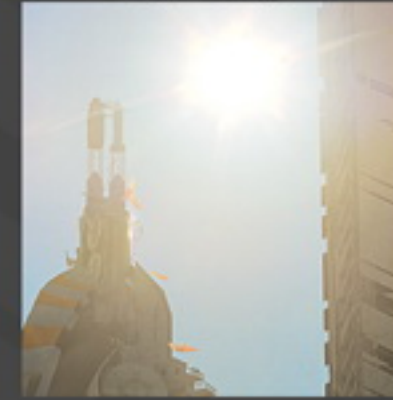
Sand & Rocks



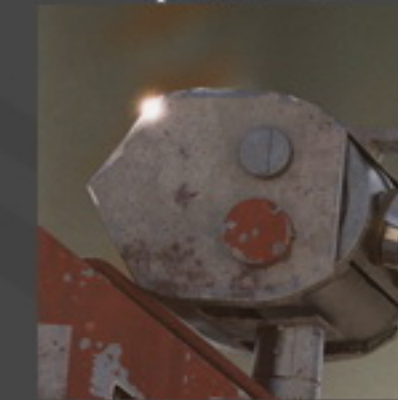
Dust Storm



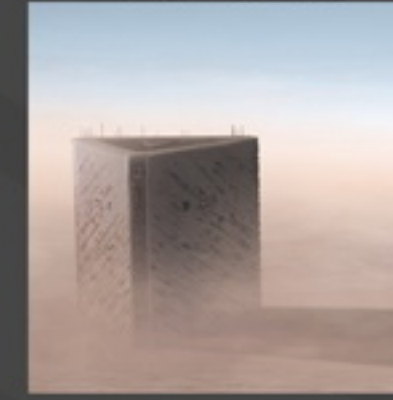
Sun Glare



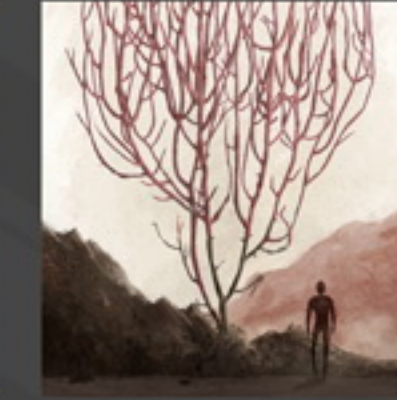
Specular Hits



Distance Haze



Giant Coral

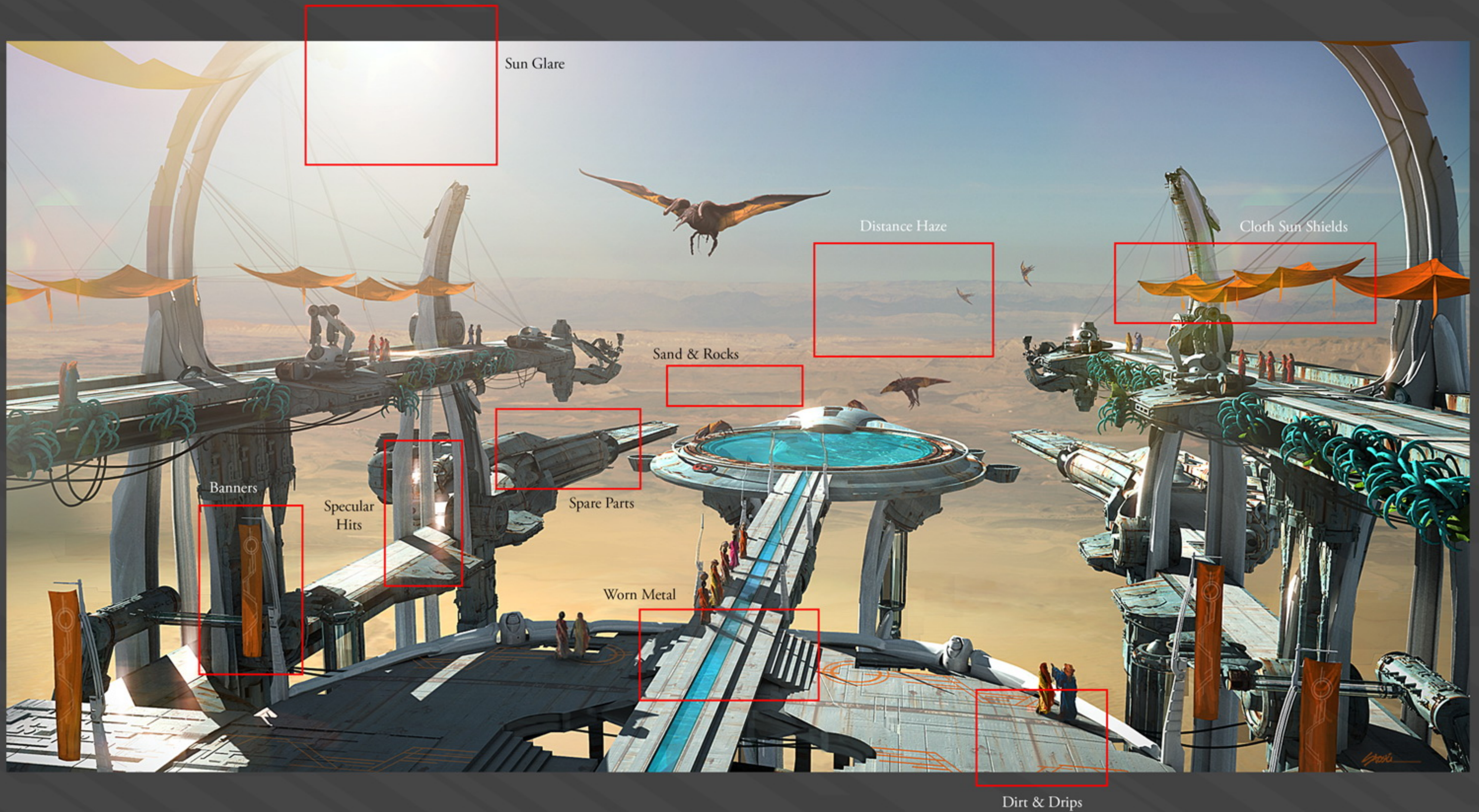


Coral Creatures



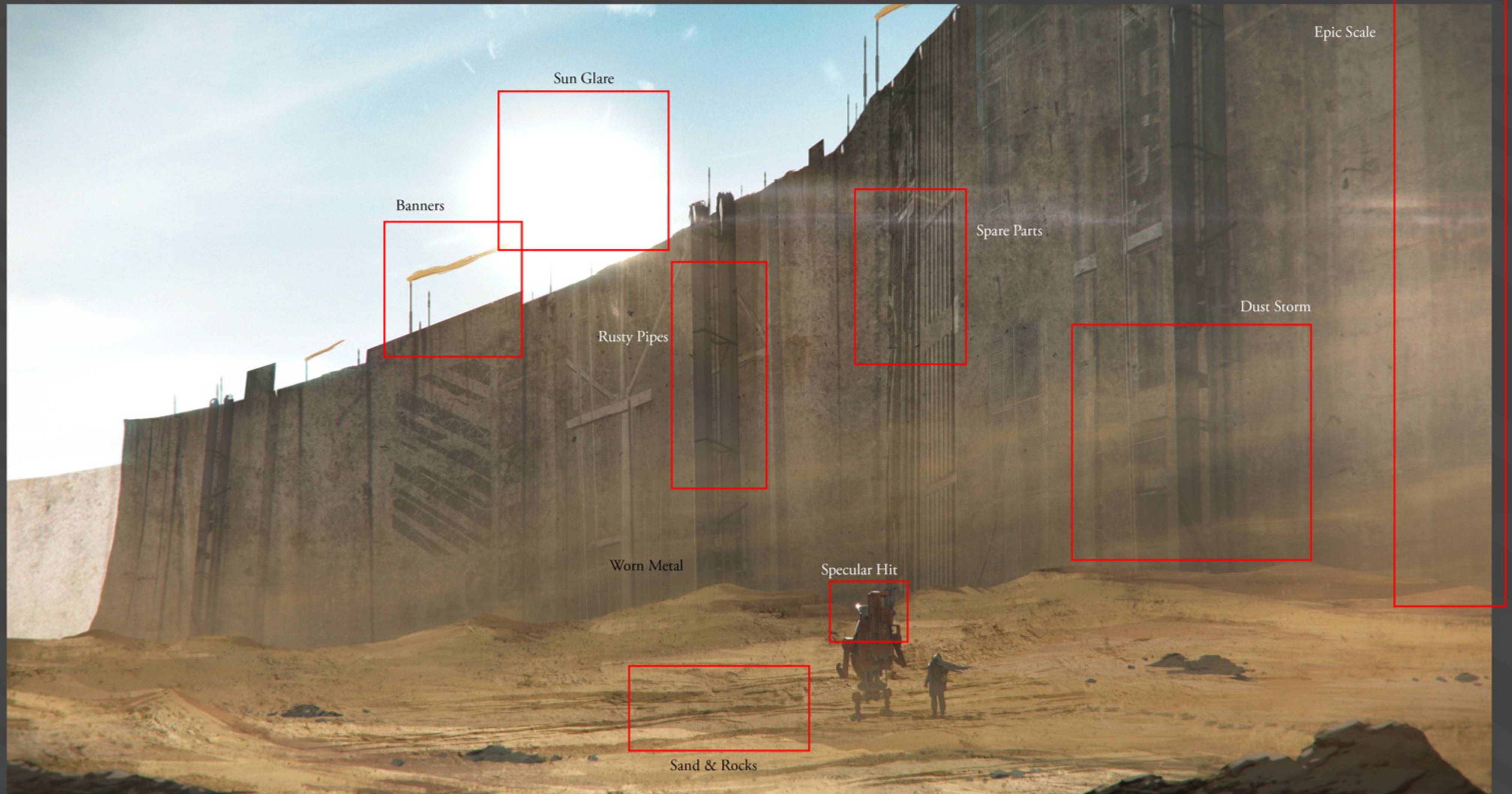
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ELEMENTS IN CONTEXT



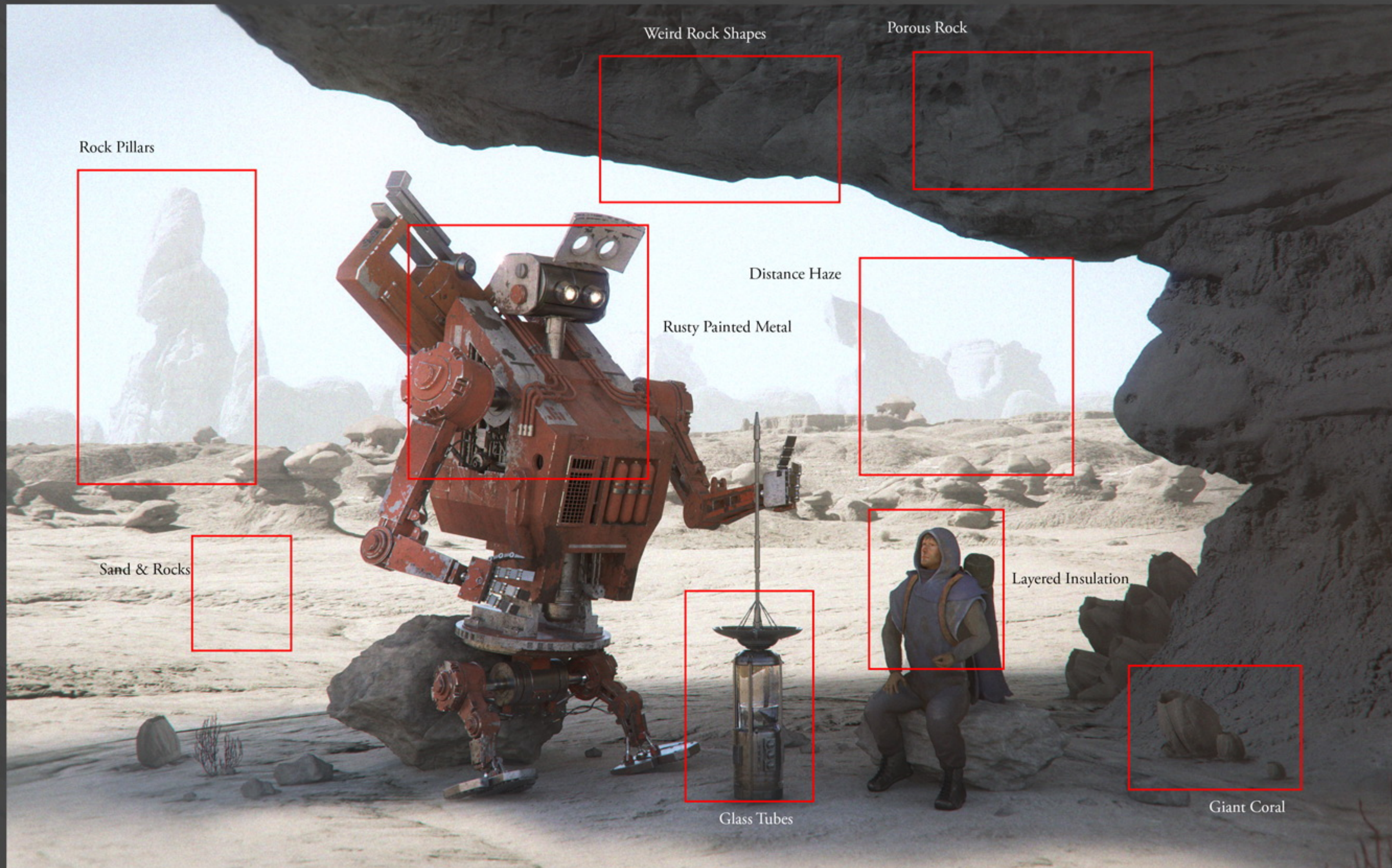
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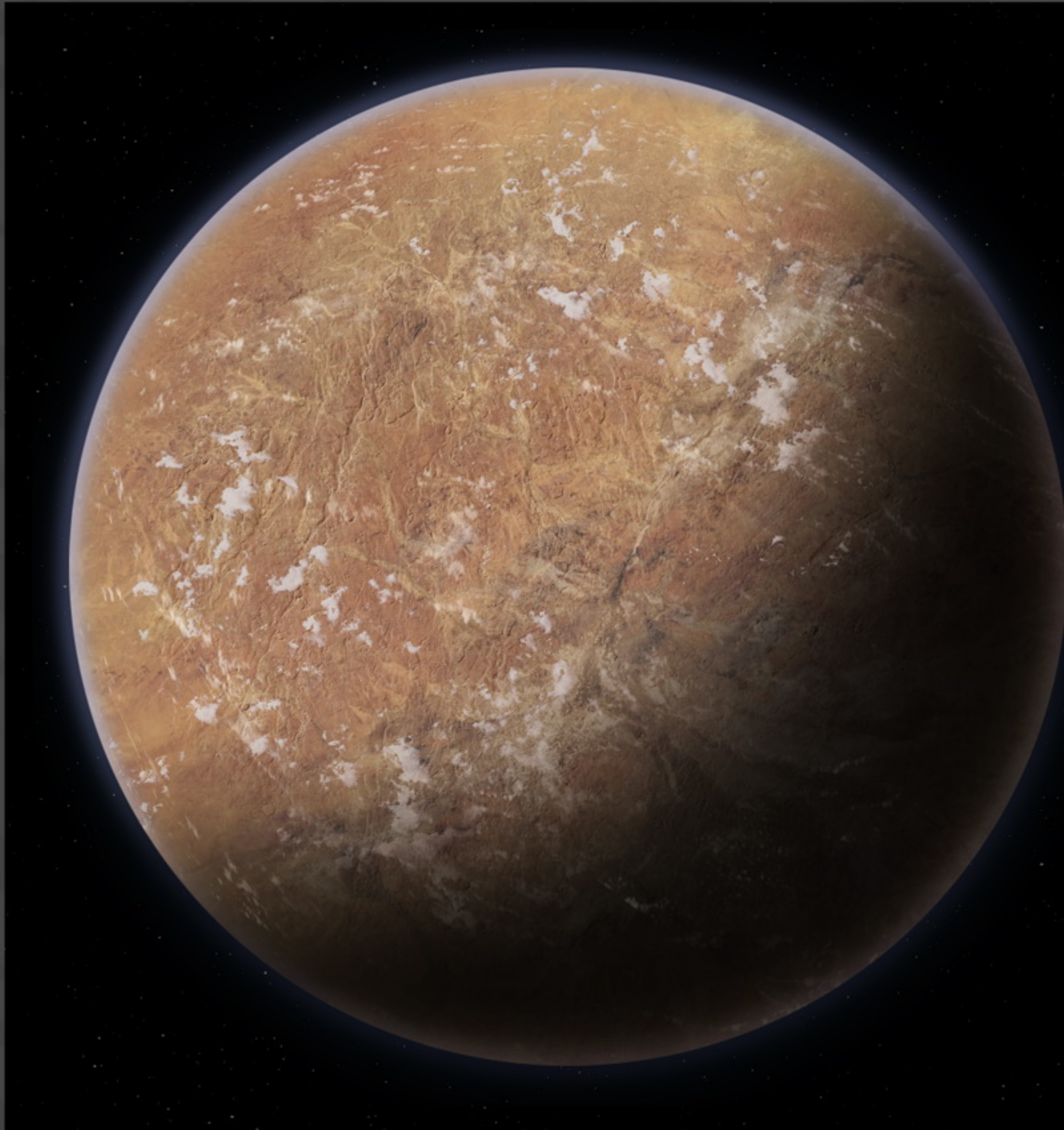
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ELEMENTS IN CONTEXT



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HOMEWORLD



Planet Name: Never Named

Planet Keywords: Desert, No Water, Giant Coral, Dust Storms

Cities: Only one, the Oasis

Population Size: 20,000, about 25% in the oasis, the rest are nomads living near the city

Geography: Single continent peppered with mountain ranges, plateaus and canyons / basins.

Geology: Once covered in water, now primarily rock and sandstone. Not much volcanic or tectonic activity.

Climate and Weather: Hot in the day, cold at night (Avg 40°-110° F), dust storms, sparse water in atmosphere

Planet Size: 60% Earth

Planetary Information: 2nd planet in Solar System, 2 Moons (one half the size of the other)

Gravity: 0.85g, larger than normal core produces larger gravity for a planet of its size

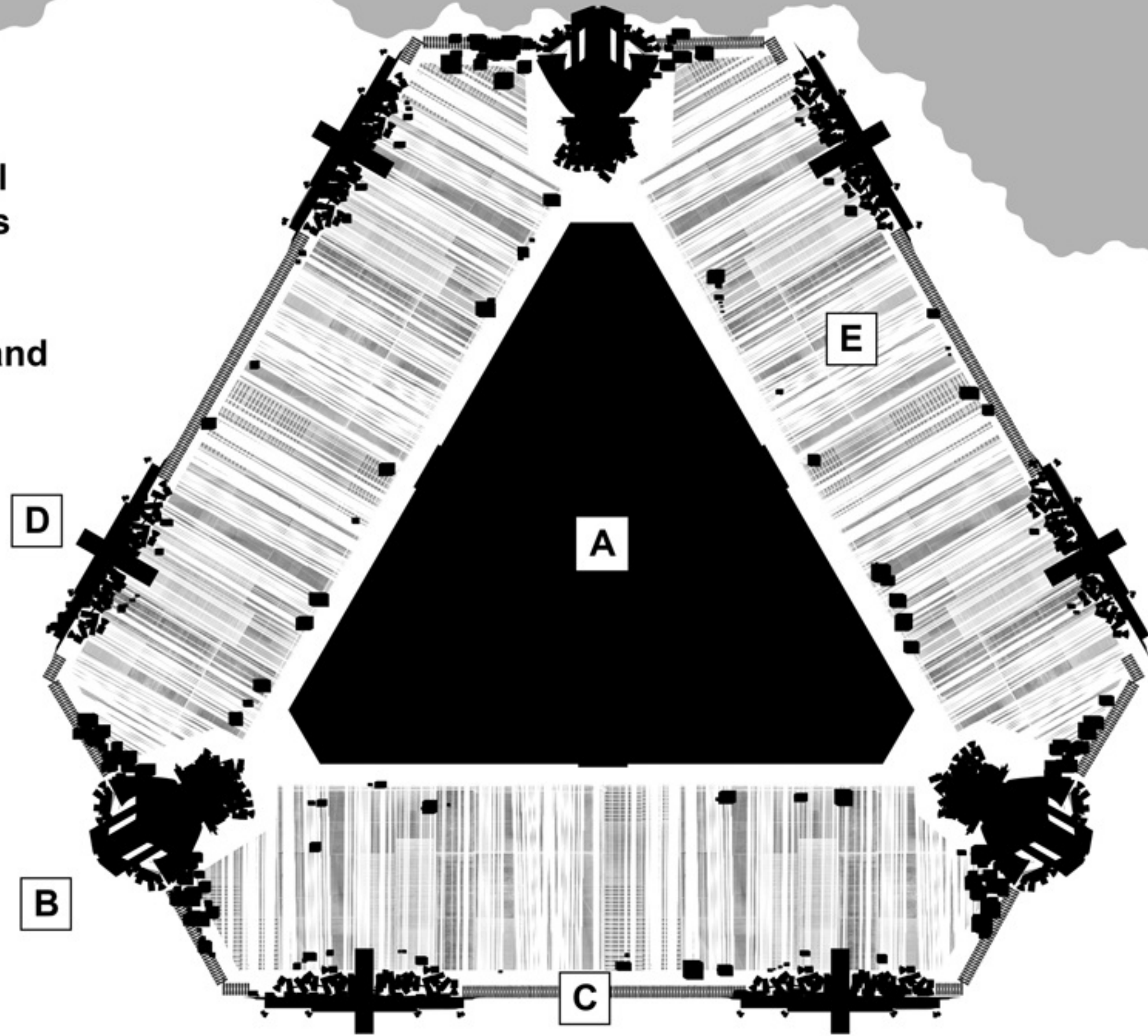
Day Length: 22 hours



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MAP

- A) Citadel
- B) Towers
- C) Wall
- D) Gates
- E) Farmland



Gates Through The Wall



Water Gardens

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ENVIRONMENT: GEOLOGICAL FEATURES



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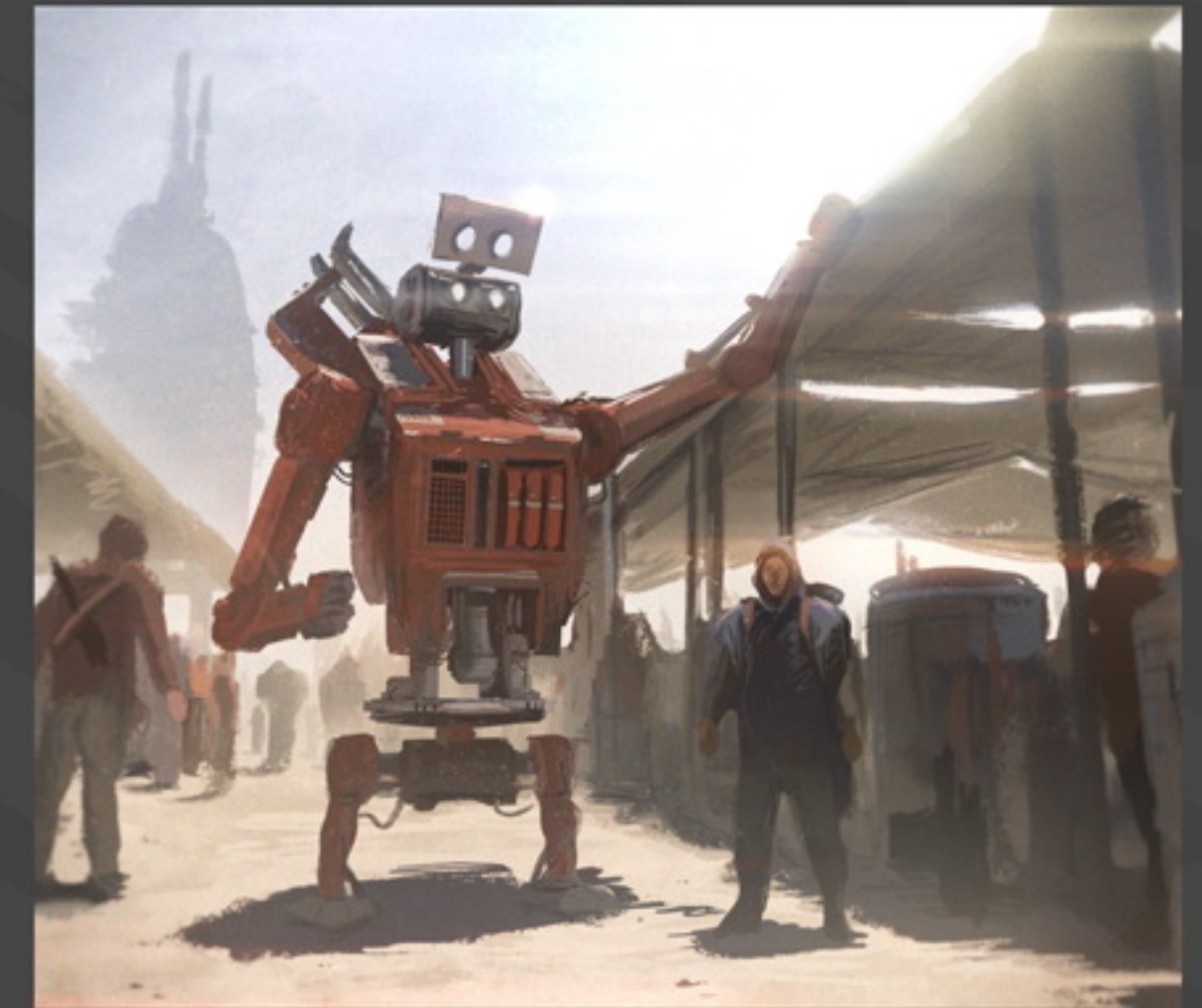
ENVIRONMENT: ARCHITECTURE EXTERIOR

Very little metalurgy exists, so architecture is made from scraps that were salvaged from their crashed generation ship welded together.



ENVIRONMENT: ARCHITECTURE INTERIOR

While there are some interior spaces that are 100% cut off from the outside in the Desert Society, most dwellings include inside and outside portions mixed together, with large fabrics draped to create shaded areas, for example in the public market.



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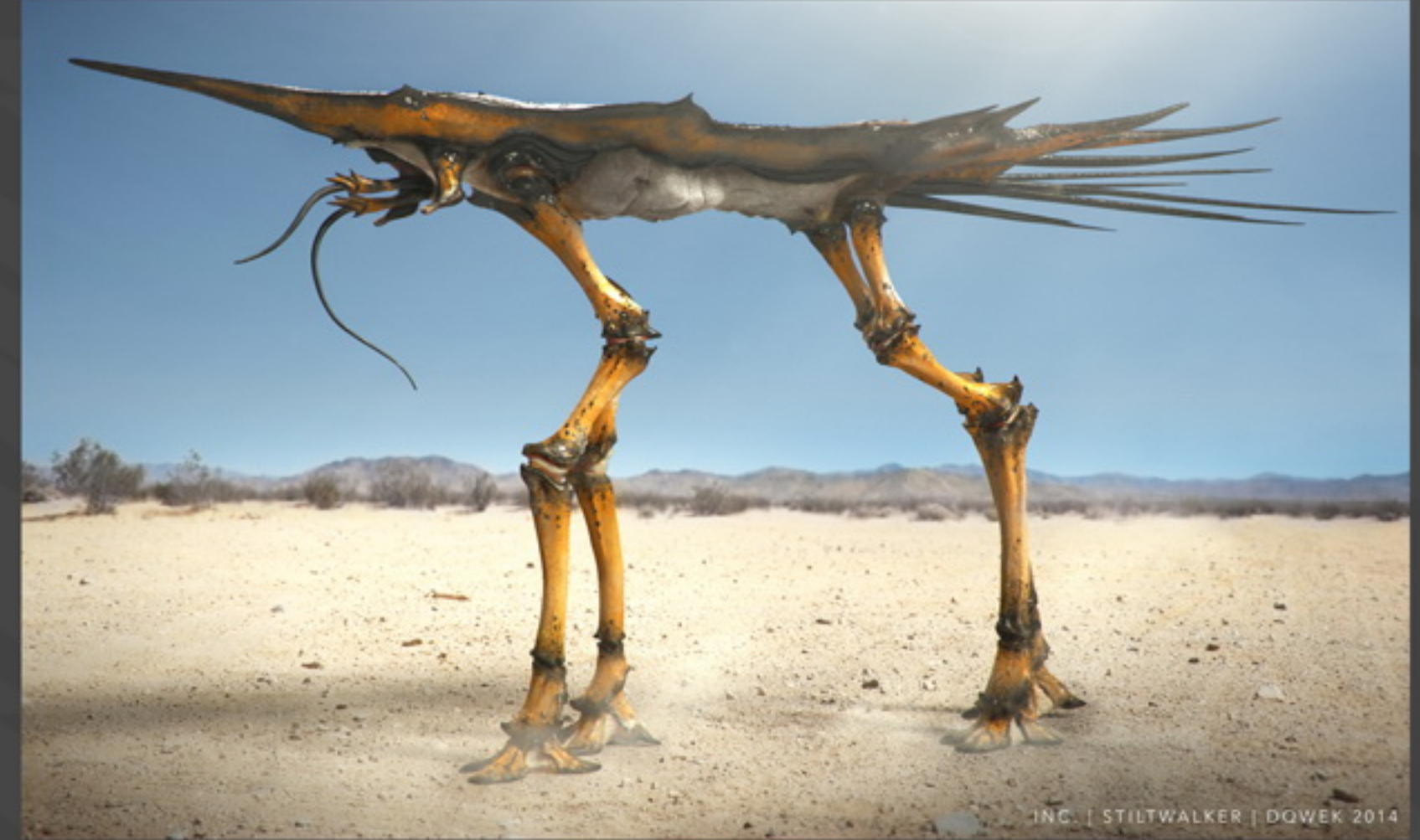
PLANTS

The planet is covered with giant decaying alien coral, left over from when the planet was covered in water. The coral grew so tall because of the lower gravity on the planet. The only green plant life found exists thanks to the waters around the citadel.



ANIMALS

Since the planet used to be fully covered with water, and is now all desert, all animals evolved from water based creatures now adapted to walk or crawl on land, and have the ability to survive in the arid environment.



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CHARACTERS

Clothing for the settlers involves boots, a head covering and a poncho. Markings on the clothing incorporate patterns found on the citadel, as an homage to their god. Below are illustrations of one of our main characters Asha, who works on the farm, and a merchant who works in the marketplace.

Asha (Farmer)



Religious
Acolyte



Priest



Merchant



Asha (Farmer)



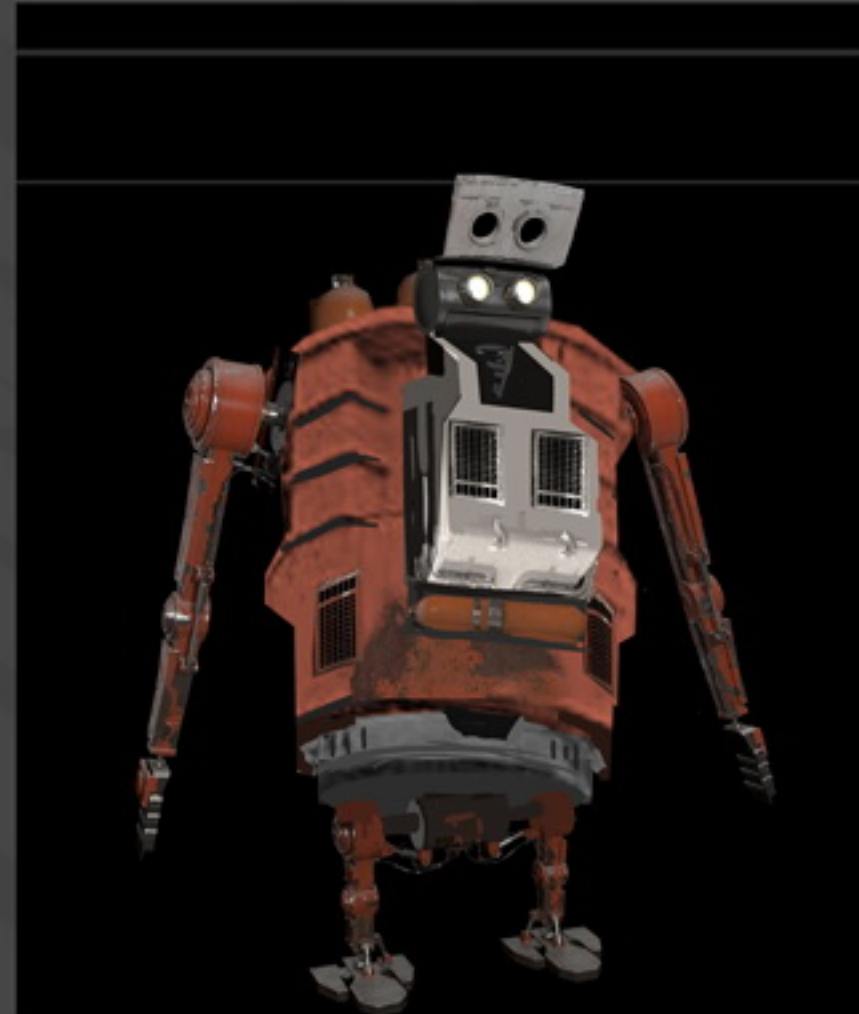
Mechanic



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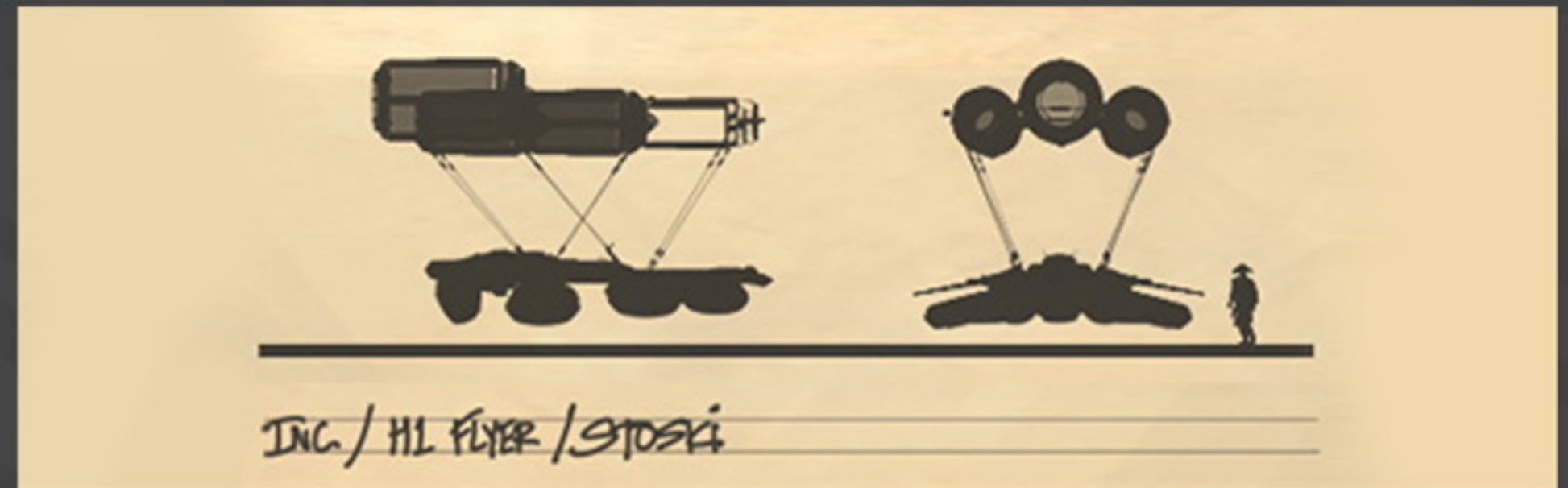
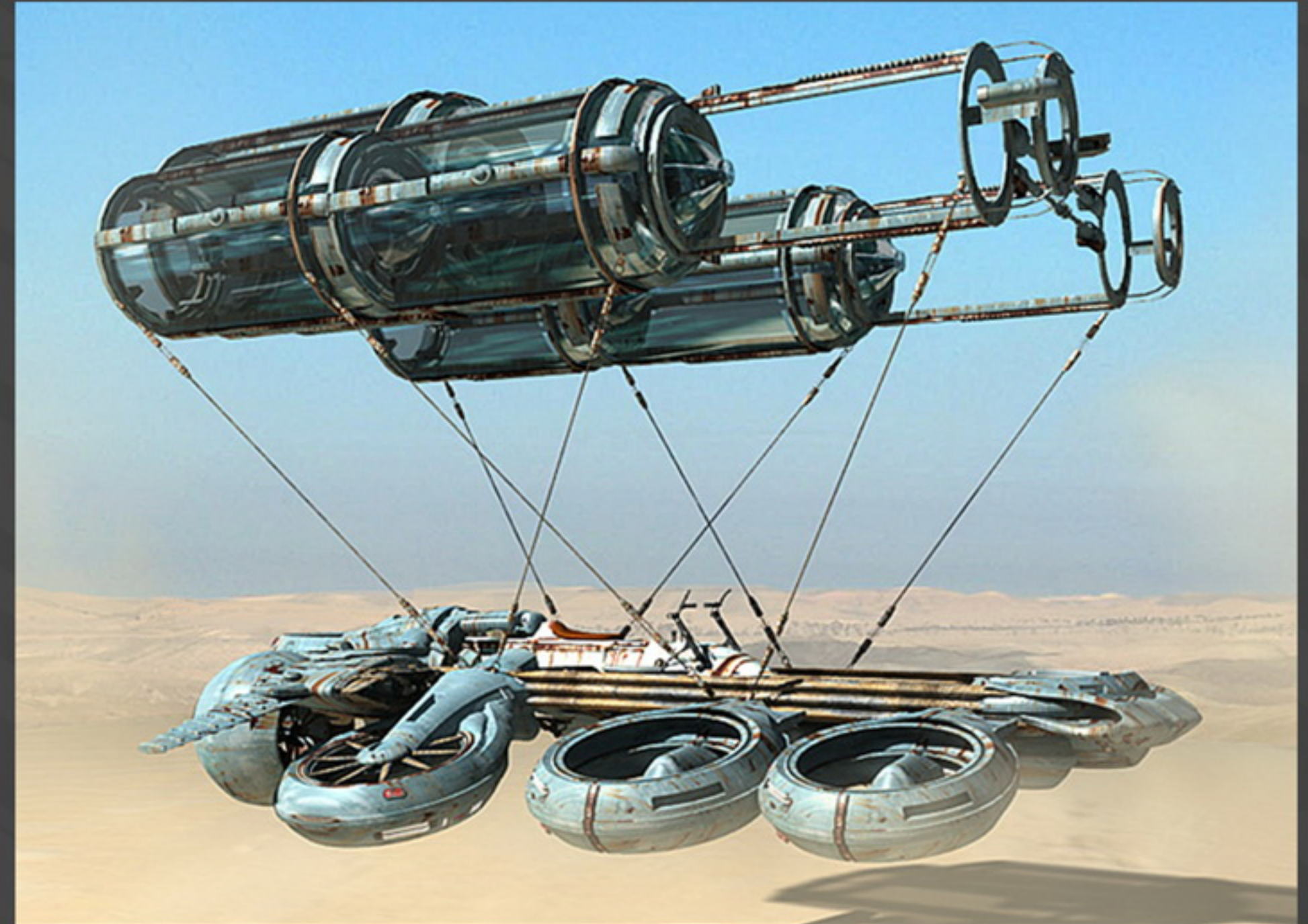
ROBOTS

All robots on the planet come from the generation ship, most were used for construction, factory work and maintenance, like welders, laborers, excavation and demolitions.



VEHICLES

Vehicle use was very minimal in the Oasis. This was an early attempt at flight. Sadly, the vehicle was never able to rise much more than a few feet off the ground, killing the settler's hopes for manned air travel. The technology found other uses though, similar vehicles were routinely used to transport heavy supplies to different locations around the settlement, and to aid in the construction process of the main 3 towers.



INC / HL FLYER / STOSKI

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PROPS: FURNITURE

Lower Class: As there is no wood native to the planet, furniture is a combination of leathers from local animals and bits of salvaged metal from the generation ship. Upper Class: The Religious Cast have the fanciest furniture, cast metal, a slightly middle eastern style, and frequently uses a triangular motif.



PROPS: ITEMS



PROPS: WEAPONS

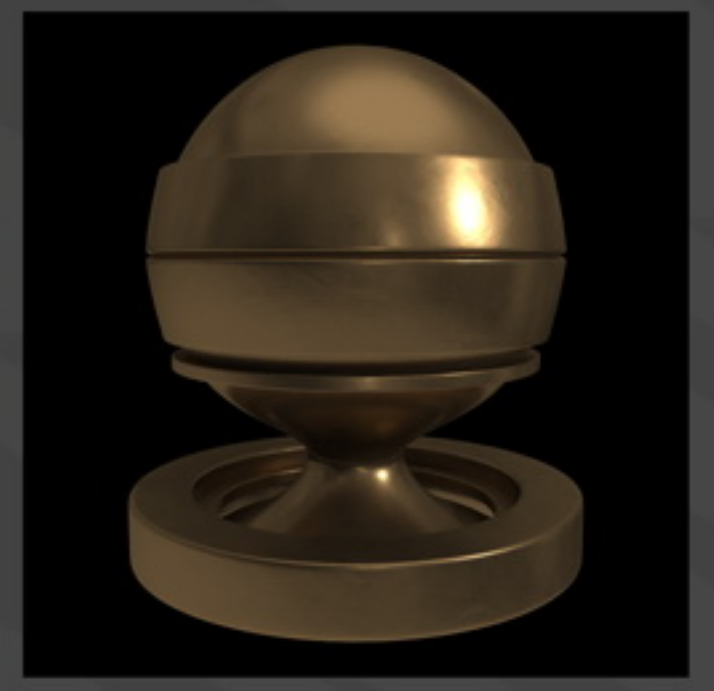
Most weapons didn't survive the generation ship crash, and so new ones were fashioned and adapted from the construction equipment that did survive. mixed with other scavenged parts.



THE STORY OF INC: THE VISUAL ENCYCLOPEDIA VOL 1: DESERT SOCIETY

MATERIALS

Worn Metals



Painted Worn Dirty Metal



Rock (Sand Stone)



Cloth



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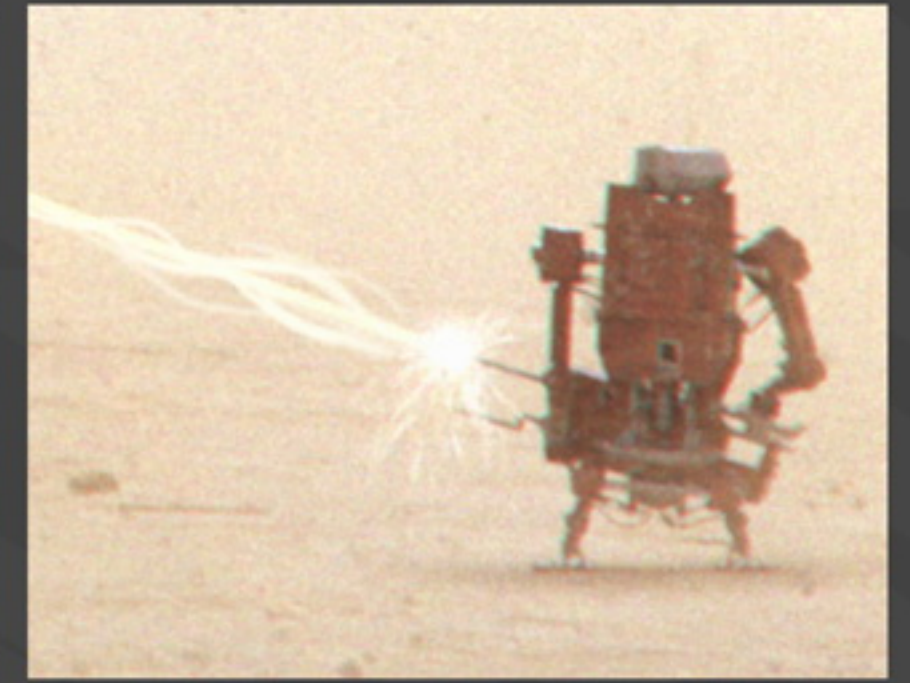
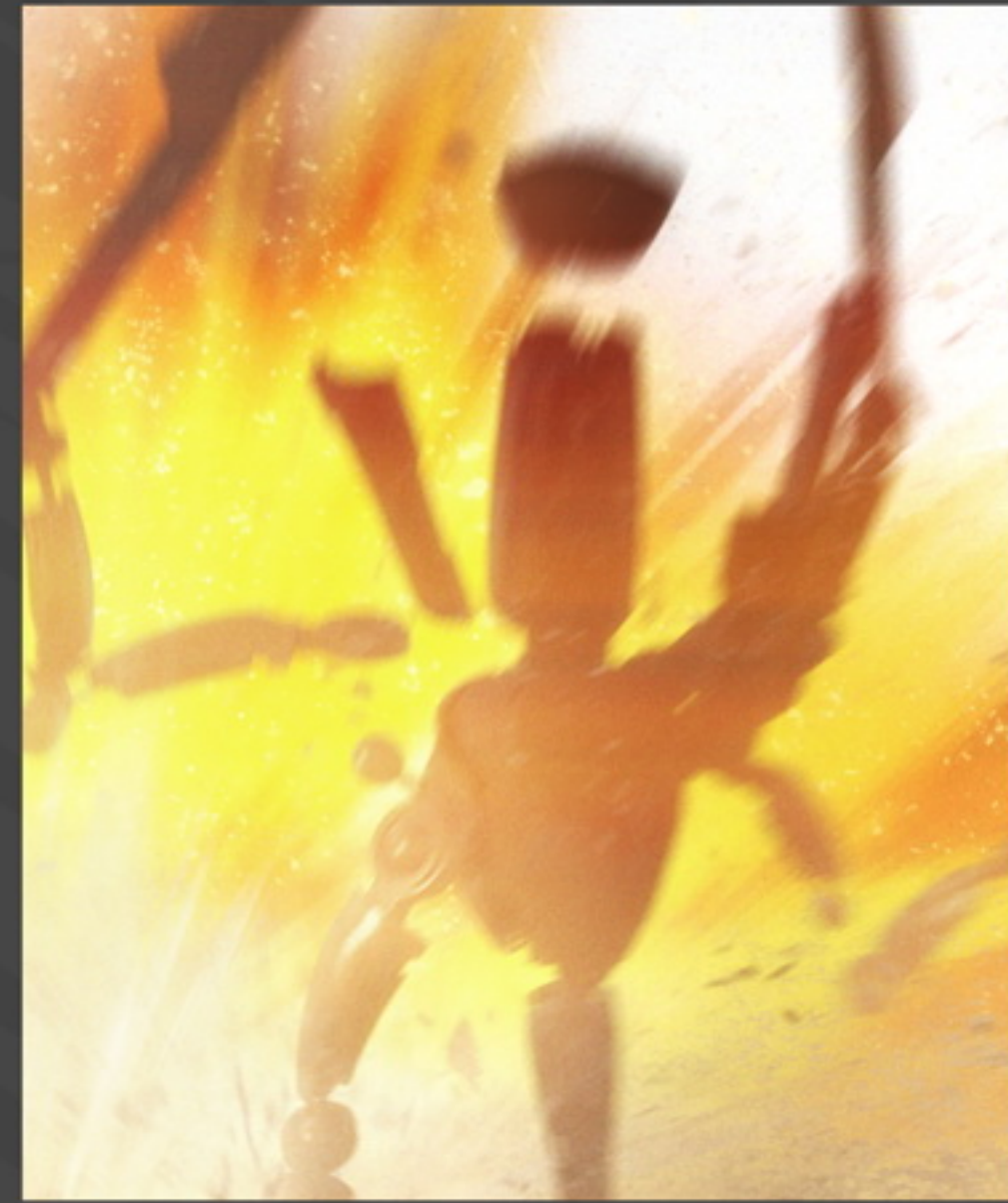
LIGHTING

The planet has intensely bright sun light and sky, almost no clouds. Cool shadows, the only escape from the bright sunlight. Immense dust storms haze the ground.



EFFECTS

Most common effects are explosions, swirling dust and electrical fx.



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REFERENCE ENVIRONMENT: GEOLOGICAL FEATURES



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REFERENCE PLANTS

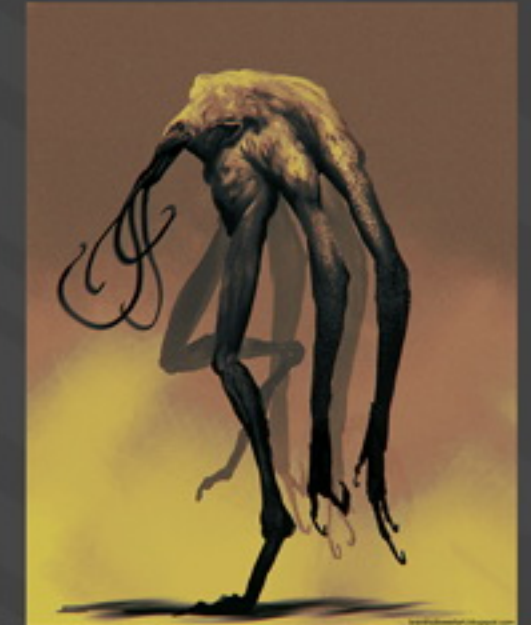
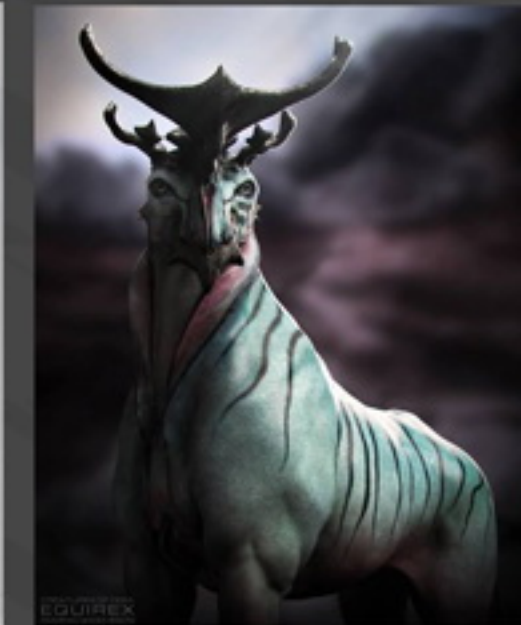
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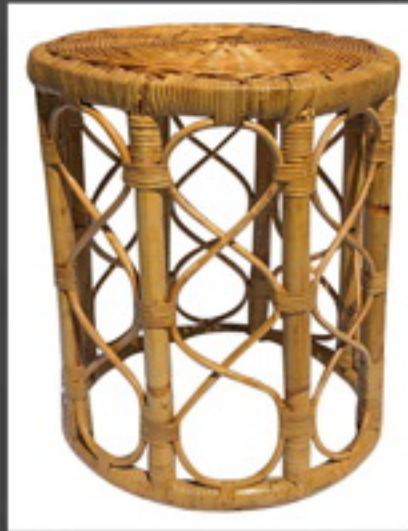
REFERENCE VEHICLES



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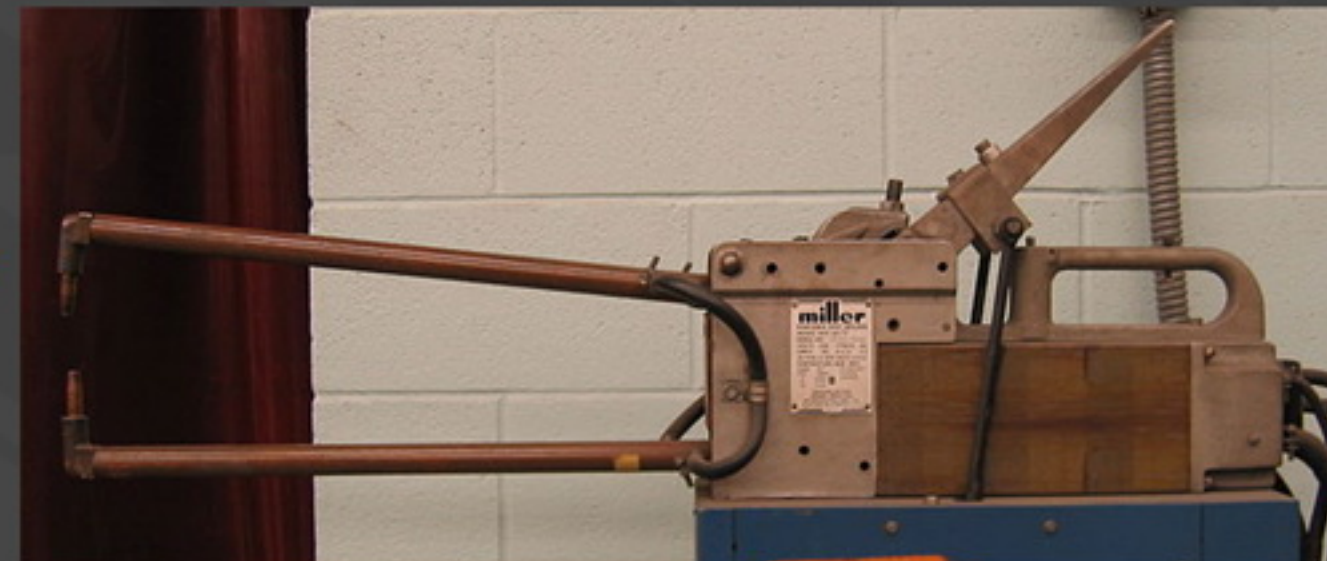


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