

• .: DEMIA :. •

(A travellers guide to a new world)

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.: INTRODUCTION TO DEMIA .:

Demia is a Sci-Fi world set far into the future in the year 2191 in an alternate reality with highly intelligent beings that only slightly resemble humans. Demia is divided into 4 quadrants that are all connected by speed train lines. Each quadrant with its own pros and cons, some worse than others.

The first quadrant, D1, is where members of the Shadow Government and the wealthier individuals reside. All of the big, well known companies and businesses/stores have been established there and purchasing and maintaining a living space is extremely expensive. The only way any lower level being could live there is if they were working for a big-wig and getting a measly pay. This quadrant is laid out very spaced with no touching/neighborhood houses or buildings and large amounts of personal land for all of the residents.

The second quadrant is D2 and, at first glance, it looks like just a giant advertisement. Neon signs and lights and commercials are everywhere, and the streets are strewn with trash and litter. The buildings are stacked on top of each other and arranged like townhouses accessible by winding staircases or elevators (though elevators have a fee), going higher than the eye can see from the ground. Ground-level buildings are rarely sought after and provide very little for upper-class beings, the popularity of the buildings increasing as you go up. The quadrant's main purpose is for businesses, restaurants, stores and other miscellaneous buildings that are not living spaces. The only ones who live in D2 are the lowest of low-lives that are making trades from the blackmarket or stealing valuable items, they reside in hideouts beneath the ground.

D3, the third quadrant, is where the middle-class beings reside. Those who don't make enough to maintain a living space in D1 but have enough to live off of that they don't end up in D4. The quadrant isn't the most well kept but some places are cleaner than others. Most of those who live in D3 have a job in D2, some even in D4. It is laid out similarly to D2 except with a wider span and only 10 levels of buildings and no elevators.

D4 is the fourth and final quadrant. There are huge clusters of tents dotting the quadrant, each seemingly having its own sub-community. The buildings there have either completely fallen apart and are nothing but materials and rubble, or they are about to. The residents of D4 are those that cannot afford to live anywhere and most even struggle here because they still need to pay for food and other necessities.

The main protagonist of the story is a resident of D4 named Heros. A low-life smuggler struggling to make ends meet and provide for his sick mother. He constantly finds himself in D2 trading or stealing, doing whatever he can to stay alive. He works alongside his best friend Lux and has for countless decades. The day after one of their biggest jobs yet, Lux goes missing. Heros' motive is to find his friend and uncover the corrupted government that has made so many lives so miserable.

The main antagonist of the story is the head of the shadow government who goes by the globally known name of The Furcifer. Something of extreme value and importance to The Furcifer was recently stolen from him and his motive is to find it, and the thief, by any means necessary and at any cost.

.: 25 DAYS OF WORLDBUILDING :.

1. Day 1: Climate and Variety

Polar climate

Temperate Climate

Humid Subtropical climate

Mediterranean Climate

Tundra

Seattle

Humid Continental Climate

Desert Climate

Tropical Climate

Dry Climate

Arid Climate

New York

Demia's four quadrants each have a different climate, some varying more than others.

D1, the hotspot for wealthy Demians and established companies and businesses, has a Mediterranean Climate that averages warm to hot, dry summers and mild to cool winters. Winter temperatures are usually between 30 and 65 degrees with the warmest month averaging about 72 degrees.

D2, the commercial quadrant, is very warm with increased heat in the building district itself due to the compactness of everything. It has a Desert Climate, so there is very little rain and the summers are long and hot, averaging between 90-100 degrees F and 60-80 in the winter. Because of the amount of time spent here, Demians have evolved to be much

more heat resistant than humans and can withstand up to 125 degrees F before it becomes damaging to their health.

D3, the middle-class quadrant, has a Tundra Climate, with the warmest month averaging about 50 degrees, and the coldest between 10-15 F. Many Demians struggle to not only pay rent here, but also to pay for heating.

D4, the barren quadrant, is the coldest of the four. It has an Arctic Climate, with its coldest temperatures ranging between -25 and -30 to the upper 20's and 30's in the summer, making it the least ideal living space, but one of the most populated.

2. Day 2 The Physical Planet

Exercise: Jot down ten plot devices that relate to weather, and what you think they do to the story.

1. Bad rain storms/thunderstorms can bring characters together, either romantically or platonically by forcing them to shelter together
2. Warm weather gives the characters a chance to relax and not stress so much about shelter and focus on other important things that drive the story forward, it is also great weather for characters to travel in.
3. A heat wave would suggest that the characters shed some of their garments, possibly sparking a romantic flame or intensifying one that already exists.
4. Light rain can either bring out the green of a forest or grassland, or depict gloom and sadness when paired with cloudy grey skies.

5. Calm before a storm often shows that there is trouble brewing or that something important is ahead.
6. Fog can symbolize confusion and mystery, things unseen that could be good or bad for the character/s.
7. Spring often gives the feeling of hope, of newness and possibility. The blooming of flowers and the animals coming out from hibernation, often with new young.
8. Cloudy weather can symbolize a lack of clarity and confusion, concealing something.
9. Snow can symbolize softness and silence, or death and the ending of something depending on the way it is used in a story and the mood the author wants to set with it.
10. Autumn is a time for change and growth and a great season of the year to show the growing maturity of a character, or a pivotal change in their being.

3. Day 3 Mood and Setting

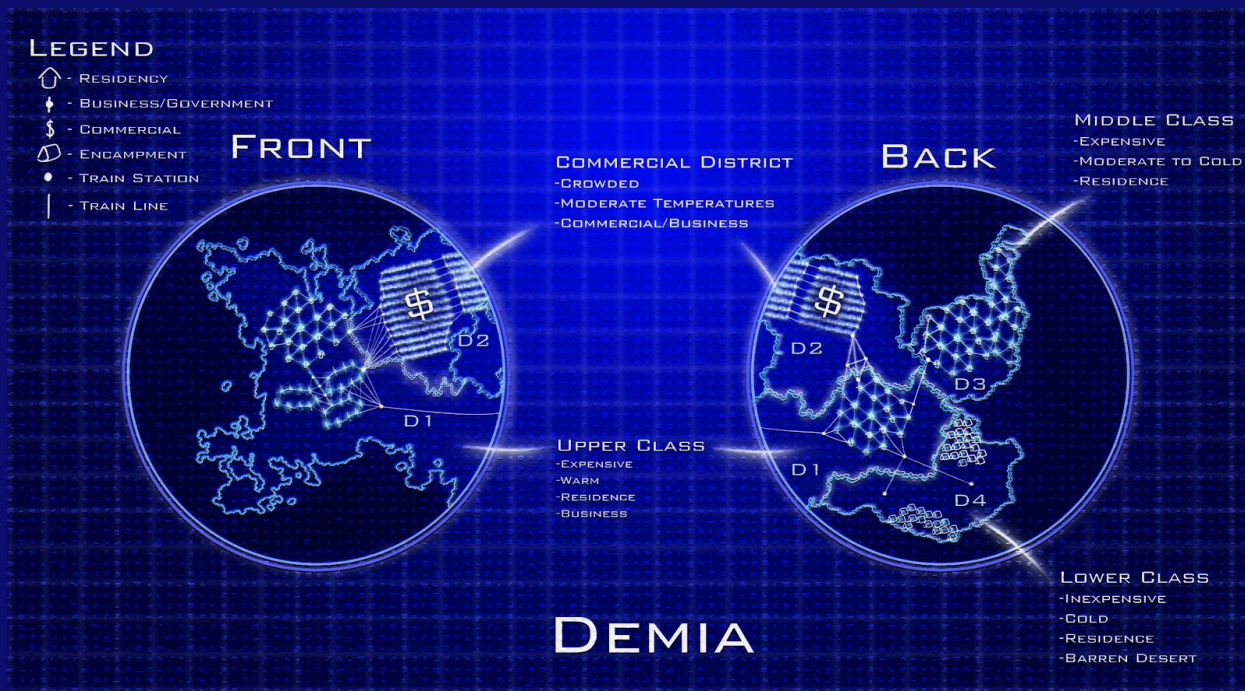
Adjective 1. Clear

Adjective 2. Unique

Verb. Smiling

Noun. Lake

4. Day 5 The Map



(See pg. 24 for a better look)

5. Day 6: Races

There are three races of Demian', each more equipped to deal with one quadrant's climate than another. The first, Thrit's, are commonly residents of D1. They have a naturally dark skin tone because of all of the sun exposure in D1 and are usually a dark hue of blue or purple or green. Their weight varies from one to another, some being larger because of all of the food they can buy, and others staying on the slimmer more muscular

side because of the constant warm weather that is perfect for outdoor exercise. Typical characteristics of Thrit's are wider, flatter noses as well as smaller eyes. The most unattractive feature to them is large eyes.

The second Demian race is Urrek. Urrek's are most commonly residents of either D1 or D3. Because of the colder climate in D3 and less exposure to sunlight, Urrek's have a slightly paler skin tone, usually a lighter shade of blue, purple, or yellow. Because they are most commonly residents of D3 which is both expensive and quite cold, Urrek's typically stay on the skinnier side, but often not a healthy skinny. Their most common attributes are thinner noses, and longer legs because of the amount of walking Urrek' usually have to do to get around. The most unattractive features to them are short legs and large eyes.

The third and final Demian race is Esla. Esla' are almost always residents of D4 and because of the freezing temperatures, have had no choice but to evolve and adapt. Esla's naturally gain and retain fat more easily as an aid to keep them warm, but because of the lack of food and ever increasing poverty in D4, Esla's are almost always only skin and bones. They are usually extremely pale because of their lack of exposure to sunlight and are either a pale, pale blue, purple, or reddish pink. Most common characteristics of Esla's are larger eyes and longer legs. The most unattractive features to them are flat noses and small eyes.

6. Day 8: Economics and Politics

Demia is run by The Shadow Government. They control cash flow as well as general food and water supply. They all reside within D1 and control everything that goes in and out of each quadrant. The head of The Shadow Government, otherwise known as The Furcifer, controls it all. The Furcifer constantly lies to his employees and colleagues and embezzles money, the government is corrupt and cruel.

7. Day 9 Language

Each race of Demia has a different language, but they are all reminiscent of one another and some have very similar, sometimes identical, words. The Thrit's language is very smooth sounding, like icing a cake or a gently flowing stream. Urrek's language is a bit more punchy and choppy with a slightly more aggressive sounding tone, like gentle rain during a thunderstorm. The Esla's language is very tribal sounding and fluid with lots of rolled r's and drawn out words, like an endless waterfall.

8. Day 10 Mood and Culture

The mood of Heros' story is thrilling darkness. There are small moments of hope and peace and tranquility, but overall his story is very dark and brooding. His background and his early childhood life set him up for a terrible path, but he chose to go the other direction, still disturbed by events from his past. With the Furcifer being the overall dictator of Demia and being the cause of the morbid and obvious racial segregation, Heros' story of his plan to overtake Furcifer and bring peace and equality back to what was once a tranquil planet is powerful and thrilling.

9. Day 11 Focus In

The most important piece of this world in relevance to the story is the government and the politics. The main character of the story, Heros, finds himself thrown into the deep end of it all when his close friend and colleague, Lux, is found missing. To the outside world the government is peachy keen and peaceful, with little mistakes or conflict, but behind the scenes there is embezzlement and thievery, unfair wages and abusive bosses. The Furcifer takes advantage of his power and uses it to get whatever he wants at whatever cost. Whether it be murder, bribery, or simply stealing.

10. Day 12 The Speculative Element

My what if's:

What if: There was a faster way for characters to travel so there wouldn't need to be so much fluff of the journey? Answer: Bullet trains?

What if: The Furcifer had powers that allowed him to get away with as much as he is? How would Heros combat them? Answer: Heros has powers also, Heros is able to build something that temporarily disables The Furcifer.

What if: Heros didn't live in D4, what if he lived in D1? Answer: He would have no relation to Lux and not care if she disappeared.

What if: Heros AND Lux lived in D1? Answer: They would have no reason to steal or fight to keep themselves and their family alive.

What if Heros and Lux lived in D1 but only because they stole and fought to get there? Answer: If they had to continue stealing to remain in D1 and maintain their living spaces, that could still lead to Lux's disappearance, but it also would not show enough of a divide between the quadrants and their quality of life.

What if: The Furcifer was planning to overtake all the other quadrants? Answer: If the Furcifer wanted to overtake all the other quadrants it could be a bigger reason for Heros to take down the Shadow Government. Not only would his friend be missing (Which we learn is caused by The Furcifer) the entirety of his quadrant and the others would be in jeopardy.

11. Day 13 Plot Hooks and the Speculative Element

My speculative element: Speed trains

1. Speed trains can make travel more convenient and easier for the characters.
2. If the characters never have to go anywhere on foot the story could get dull
3. The cost to use a light-speed train for transportation is high, making it not as open and more rare for the main character (Heros) to use.
4. Speed trains can still have malfunctions and accidents that can cause drama and excitement/action for the story.
5. The different characters using them will really show the divide between districts and how it affects them individually
6. If there is ever an economic drop and fees are forced to be lowered and more varieties of characters could use them it could be a great source for conflict.
7. If the characters went everywhere on foot the story would drag too much
8. Another mode of transportation, such as the light-speed trains, will give the characters the option to travel faster, but at a cost.
9. Dhavae (the large octoped's) are a slower form of transportation than speed trains, but faster than travelling on foot.
10. If at some point Heros defeats/dethrones the Furcifer and is able to find equality between the districts, the contrast between the occupants of the speed trains at the beginning of the story and the end will show the growth of everything as a whole and bring the different races and districts together.

12. Day 14 Education

Education in Demia is a luxury, and often one that can only be maintained by the wealthy. D1 has several different schools for all ages, all of the children of D1 are trained and taught in their parents profession so that they may take over when they graduate secondary school and the parent can retire. In D3 there are fewer schools but students are able to choose what they learn and what profession they'd like to train for. Unfortunately though, D3 school graduates are not given nearly as many of the same opportunities of D1 school graduates, and often end up in garbage disposal or work at a shop in D2.

13. Day 15 Resources

Aliens and Alien Societies by Stanley Schmidt. I really don't feel like I personally have a good enough grasp on understanding just how to create my own creatures/beings and reading something like this would be extremely helpful to create not only a convincing fantasy world, but a believable one.

14. Day 16 More Speculation

One of the biggest conveniences in Demia that is used most frequently are the speed trains. They can get from one quadrant to another in a few minutes flat, but they are quite expensive to use (especially regularly). D1 residents often have more than enough money to throw away and are most commonly seen on the trains, which is why they can be out of shape due to lack of exercise. Demian's struggling a little bit more for money, like our protagonist Heros, only take bullet trains when absolutely necessary. Walking takes them a very long time, and even by car it can take days to get from one quadrant to another, but they most often cannot splurge on things like multi-daily or even daily trips using the trains. Not only is the travel itself expensive, but those that use the

train regularly frown upon those that they deem as lesser than themselves using it too. There have been several “accidents” on the trains that have been brushed over because of the class of the victim.

15. Day 17 Moody Review

Speed trains are the only form of transportation aside from Dhavae. They are able to transport their passengers from one district to another in only a few seconds and have few drawbacks. Because of the convenience, height of technology, and popularity of the speed trains they are expensive to use. For D1 occupants this isn't a problem, but for D3 and D4 occupants, this makes things a little more difficult. Because of the fact that Thrit's are the most frequent passengers, there is a direct disgust towards any of the other races that use speed trains and they are socially outcast and often publicly shamed for having less wealth than the other passengers. This racial divide has not only caused problems on the trains themselves, but also in the districts.

16. Day 18 Speculation and Society

Speed trains have had a great effect on the society of Demia. When they were first built they took a few more minutes to get somewhere, but they were much more affordable. People of all classes and races came aboard the train and there wasn't so much as a second glance. It was commonly used by everyone and there was no bias. A few decades later when the technology had been perfected and the trains reached their top speed and most efficient time to reach their destination, prices soared. Suddenly only the upper and middle class Demian's had the money to afford to travel by train. Lower class Demian's had to find another way to travel and that was when they started using Dhavae'. Dhavae are large Octoped animals that can be found in D4, wild or captive. They have a

strong back and strong legs, ideal for transportation and long journeys, and are typically almost double the height of a Demian. Dhavae travel in packs and are loyal only to their own pack, when challenged the two Dhavae King's will battle and the winner inherits the losers pack. While Dhavae can move quickly, faster than a Demian, they cannot move anywhere close to the speed of a bullet train.

17. Day 19 What If? Character

What if: Heros ran into The Furcifer in D1? Answer: They would fight because Heros would try to stand up for the other classes and the unfairness and bias of the Shadow Government.

What if: Heros won the fight? Answer: If he hurt The Furcifer enough to "defeat" him, he'd run for his life and get back to D4 as quickly as possible, most likely being chased.

What if: Furcifer won the fight? Answer: The murder would get covered up and turned into an accident, because nobody cares about a low life thief from D4

What if: the fight happened in D4? Answer: If the fight happened in D4, Furcifer would most likely not be alone and therefore Heros would be overpowered and lose.

What if: Furcifer was alone? Answer: In the unlikely event that Furcifer is by himself, Heros knows D4 better than most, because he is a thief he knows all of the ins and outs and shortcuts and could most likely outsmart and defeat Furcifer.

What if: Heros hurts Furcifer, not enough to kill him, and is sent to jail for it? Heros is sneaky and sly because of his "profession" and would most likely figure a way out of it.

What if: he couldn't figure out a way out? Because of the unfairness of the government and the Furcifer being his target, he would most likely be tried for attempted murder and sentenced to death.

• What Heros Looks Like •

Heros is a little over a century old, but in relativity to human years he is only about 20. He stands average height for an Esla at about 6 foot 5 inches and has an athletic, slim build. His skin is a pale, silvery purple and his hair is raven black and kept short, almost buzzed to the scalp. He was born and raised in D4 and so education was nearly impossible and he often spent his mornings and afternoons trying to help his mother with her shop in D2, before going off on his own to steal and smuggle at night. His mother is a kind Thrit who was once a resident of D1, but was disowned by her family when she fell in love with an Esla, Heros' father. She now works at a knick-knack shop in D2 which she runs by herself, and business is often scarce. When Heros' father died it destroyed his mother, and she was unfit to continue running the shop, leaving it up to him.

What would a stranger notice 5 minutes after meeting Heros?: They would notice that he seems to be preoccupied and his mind is most likely elsewhere.

What would a companion notice after 5 days working, travelling or being around Heros?: A companion would notice his perseverance and initial coldness and trust issues.

How does Heros behave?: Heros is a stand off-ish character that always keeps his guard up. He has been hurt, backstabbed and betrayed and is slow to trust. He treats others with the respect he wants to see in return, but will not hesitate to put someone in the ground if they threaten him.

Where did Heros grow up?: Heros grew up (and still lives) in a small community in D4, which is where he met Lux.

What if he had grown up somewhere else?: The only other place Heros may have grown up is D3, if he had grown up there he wouldn't have become friends with Lux and he may not have suffered as many bad relationships. But, if that was the case, his guard would be down more often and he could end up dead because of it.

What if Heros had a family and/or kids?: If Heros had his own family and kids he would have one more motivation to continue what he is doing, which he already is only doing for the sake of his own family (mother).

What if his kids were part of the problem?: The only way Heros' kids would add to the problem is if the woman Heros had relations with had been in D1 and therefore his children went to a D1 school and added to the issue of the corrupt government because of their bias towards D1.

What if Heros encountered something he didn't think was possible?: Theoretically let's say that both Furcifer and Heros have powers of some sort and Heros didn't know about these powers until now. If he did have powers of some sort, he would most likely fear them.

How would he react?: He would fear them at first definitely. And then after some time and practice with them he may grow slightly power hungry depending on how much power he wielded. It could be dangerous.

18. Day 20 Plot Hook Day

The biggest question of Heros' story is "Can the Furcifer be stopped?". There has been a massive racial divide between Demian races thanks to the Furcifer's way of leading, as well as isolation and the beginning of an uprising in D4. The Furcifer's men are naive and don't care how much destruction they cause as long as the job gets done. All hope has seemed lost for generations upon generations, and the biggest question is, can Heros stop The Furcifer and rewrite history?

19. Day 21 Flora and Fauna

Cotton, hemp and nettle are most commonly used when creating clothing in Demia. Cotton and hemp are found in the northern portion of D1, with nettle being found farther to the east. There are few plants that Demian's eat as they are mostly meat-eaters, but Horea and Rin beans are a staple in most Demian's diets. Horea and Rin beans are found in southern D1 and on the border of D1 and D3, and are highly valuable, and also the sole dietary resource for most of Demia's fauna.

Dhavae are large Octoped animals that can be found wild in D4 or D3. They have a strong back and strong legs, ideal for transportation and long journeys, and are typically almost double the height of a Demian standing at about 11 ½ feet tall. Dhavae travel in packs with one king, one queen, and the rest are serfs that hunt for the king and queen. They are loyal only to their own pack and when challenged by another, the two Dhavae King's will battle and the winner will inherit the losers pack, choosing one to remain his queen. They are domesticated and used for transportation by those who cannot afford the speed trains, but are used solely for meat and breeding by those who can.

Aslu's are smaller quadruped animals that can be found in any of the districts, but are considered vermin in D1. They have four eyes and a long tail that they push off the ground to propel them forward, allowing them to move very quickly and very far. They are

used for meat only as it is too difficult to keep them as a companion and they do not produce enough milk for it to be convenient.

There are also smaller bugs and larvae scattered throughout Demia but they are unimportant and generally harmless.

20. Day 23 Revisiting Culture

The Furcifer is the head of the shadow government, which is located in D1 and is in control of D2 and D3. Furcifer's only care in the world is money and himself, whatever happens to anyone in between is unimportant to him. The shadow government is a corrupt government, Demian's constantly go missing but because of Furcifer's position in the government, no questions are asked or else those who ask the questions may just disappear themselves.

On the complete opposite side of the spectrum are the residents of D4. D4 is made up of two large encampments on separate sides of the quadrant but their goals are the same. Most D4 residents are fighting for scraps and to stay alive, but a small group of Demian's have formed a rebellion in an attempt to take down the shadow government once and for all.

21. Day 24 Mood II

The concept of Dhavae (m?)

D3 as a whole (m?)

The Shadow Government (m)

The Furcifer (m)

Heros and Lux friendship (m?)

Heros' dad's "accident" (m?)

The lack of transportation (m?)

Varying climates (m?)

22. Day 25 The Sky

Demia has 3 moons, Vilvilia, Ruhiri, and Vicrov. Vilvilia is the largest moon with Ruhiri and Vicrob revolving around it. Moons are mostly unimportant to the story itself, the only true reason for them is to provide light in darkness at night which is most needed in D4 and D3. The moons also provide the main character Heros with much needed light in the darkness which is when he is most active.

23. Day 27 Plot Hooks

What if Heros' work partner Lux, was actually a bad guy? What if she was an agent sent by the shadow government? Heros and Lux have known each other since they were children, or at least they were going to (and still might) but what if Lux had a reason to become absolutely desperate for money? Maybe a family member is sick and in need of expensive care and she doesn't have the money on hand. My original plan is for Lux and Heros to be smugglers and after their biggest job (which is one involving stealing from the government) Lux disappears, and it would make even more sense for her to be the one to go missing if she "betrayed" her boss. Not only would it make sense as to why she disappeared, it would also make sense as to how Furcifer and his men knew where she

was. Because they were watching her because she was somewhat of a spy for them since she was so desperate for work.

24. Day 28 What did I leave out?

Clothing: What kind of clothes a Demian is wearing is very telling of where they reside in the social hierarchy and how much money they possess. Demian's in D1 love to waste money on expensive "interesting looking" clothing that is very inconvenient and uncomfortable to wear, but shows how much money they have.

Demian's that live in D3 will sometimes wear the expensive designer clothes that those in D1 wear, but typically not. They usually wear clothing that is a dress-to-impress sort of thing, but the material itself is much cheaper (Imagine making a fancy dress or suit out of garbage bags).

Members of D4 can barely afford travel for work, so they are almost always in clothing that is ripped or torn, made from cheap material and only sometimes comfortable. The clothing is almost always made by the Demian themselves because they can't afford anything else, and it is usually scraps of thrown out clothing that has been combined or sewn together to make a complete pair of pants or a complete shirt.

Food: Most Demian's in D1 have personal chefs that make their food for them. Dhavae meat is much more expensive than Aslu meat, and is most often involved in food prepared in D1. Dhavae meat is a delicacy because it is much harder to get and prepare. Even though Dhavae are very large animals, very little of their meat is actually edible because of the amount of muscle in their bodies, but the taste of the meat itself pairs undeniably well with Horea beans. Aslu are much easier to catch and, while they are much smaller, most of their meat is edible but the meat is of lesser quality. D1 Demian's view them as rodents and refuse to eat them, but they are commonly found in dishes in D3 and D4.

Disease and Treatment, Medicines: There are two major hospitals in D2, four in D1, and a few healers in D3 and D4. The hospitals in D2 are slightly less expensive than it would be

for treatment in D1, but the healers have less experience and are more prone to make mistakes. Healers in D3 and D4 work with more natural solutions such as herbs and salves and, while it takes longer to heal and is generally less effective, is a very cost effective solution for Demian's who can't afford better medical care.

Treatment of Elderly: Treatment of elderly varies from quadrant to quadrant. In D1, after a Demian has a child that is old enough to take their place in government or whatever occupation they may have, they retire. D1 members usually live quite comfortably and receive a good pension after their years of work, and are still able to enjoy luxuries without too much of a care.

In D3, Demian's aren't necessarily as financially stable, and therefore most often end up working until they are physically or mentally unable to anymore. At that point, they do receive a pension based on the job that they were working, which is sometimes a higher placement in the government, but most often a lower paying job. Because of this, Demian's in D3 can sometimes work themselves to death.

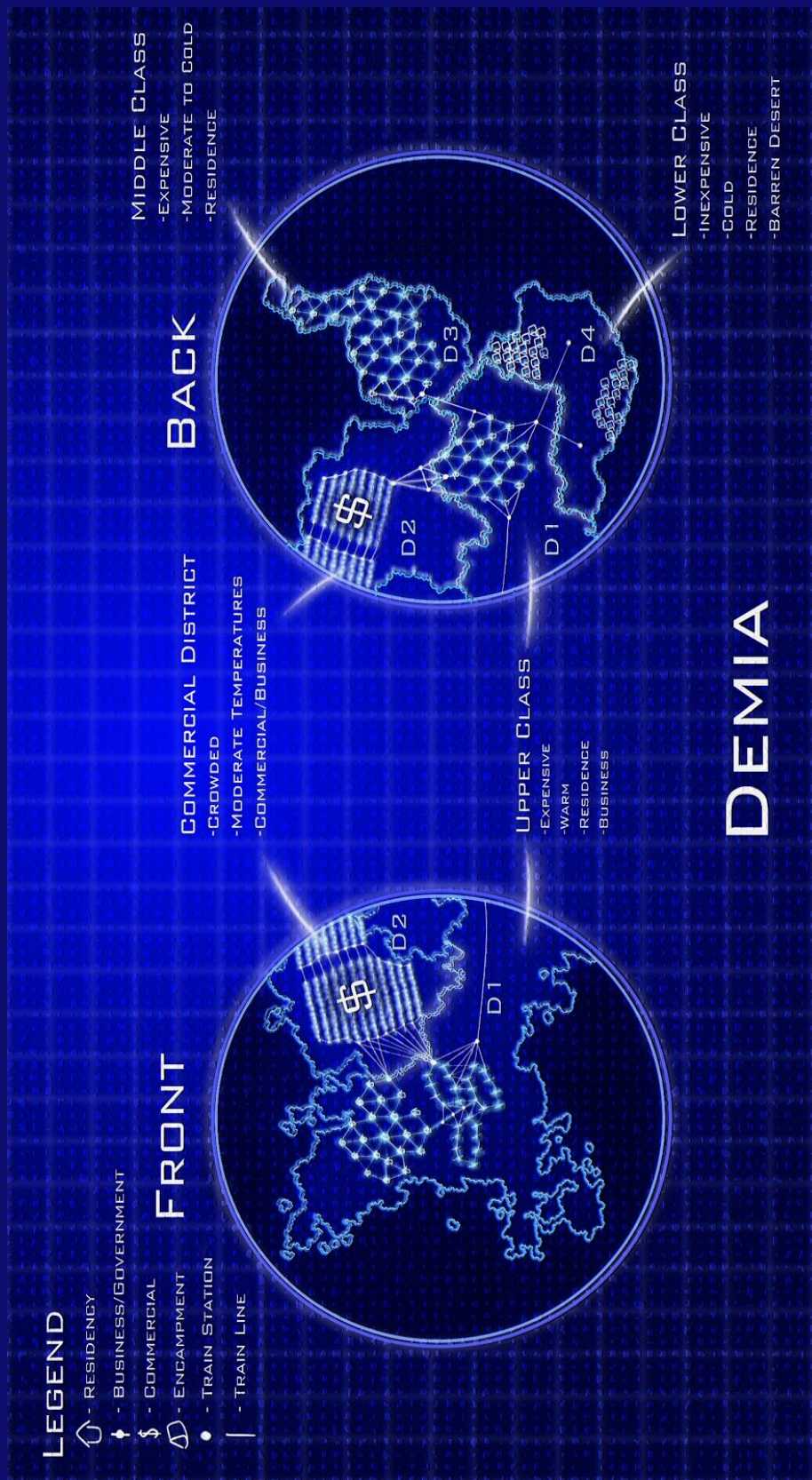
In D4, Demian's are most often unable to afford any type of education, which extremely limits their choice of occupation. Most D4 occupants end up working at a small shop in D2 that is mostly empty, or try to make a name for themselves by stealing or smuggling to attempt to make their way to the top.

25. Day 29 Character

Heros was born into the world as a reject. The son of a Thrit and an Esla, outcast by their families because of who they chose to love and spend their life with. Heros' mother was originally the heiress to a large clothing manufacturing company, but when she fell in love with his father her family disowned her and she lost everything, including her claims to the family business and fortune. Socially, it was abhorred to marry anyone but a being of your own race. Still, she chose the life that she has now and wanted to spend her life with Heros' father and they opened and ran a small knick-knack shop

together in D2, but the gods had other plans in mind. When Heros' was about 9 (human) years old, his father was killed in what was seemingly an innocent speed train malfunction. His mother was destroyed, she stopped eating and working and seemed to have given up all hope and all will to live. Because of this Heros was forced to take over running the shop, but it wasn't making nearly enough to keep Heros and his mother's head above water. So, he had to look for work outside of the shop, which was where he first met his boss and his best friend, Lux. Their boss quickly discovered that they were the dream team when it came to two conniving little thieves, because of this Lux and Heros pretty much grew up together and are as close as siblings. Heros doesn't know or remember much about anything concerning his dad's side of the family and his mother doesn't like to talk about him, but he does know he has one uncle on his mom's side of the family. He knows his name is Jory and that after Heros' mom had the fall out with her family he became the heir to the family fortune, but he doesn't know much else. Whether or not he has cousins, or even a long lost sibling that his mom doesn't talk about.

:: MAP OF DEMIA ::

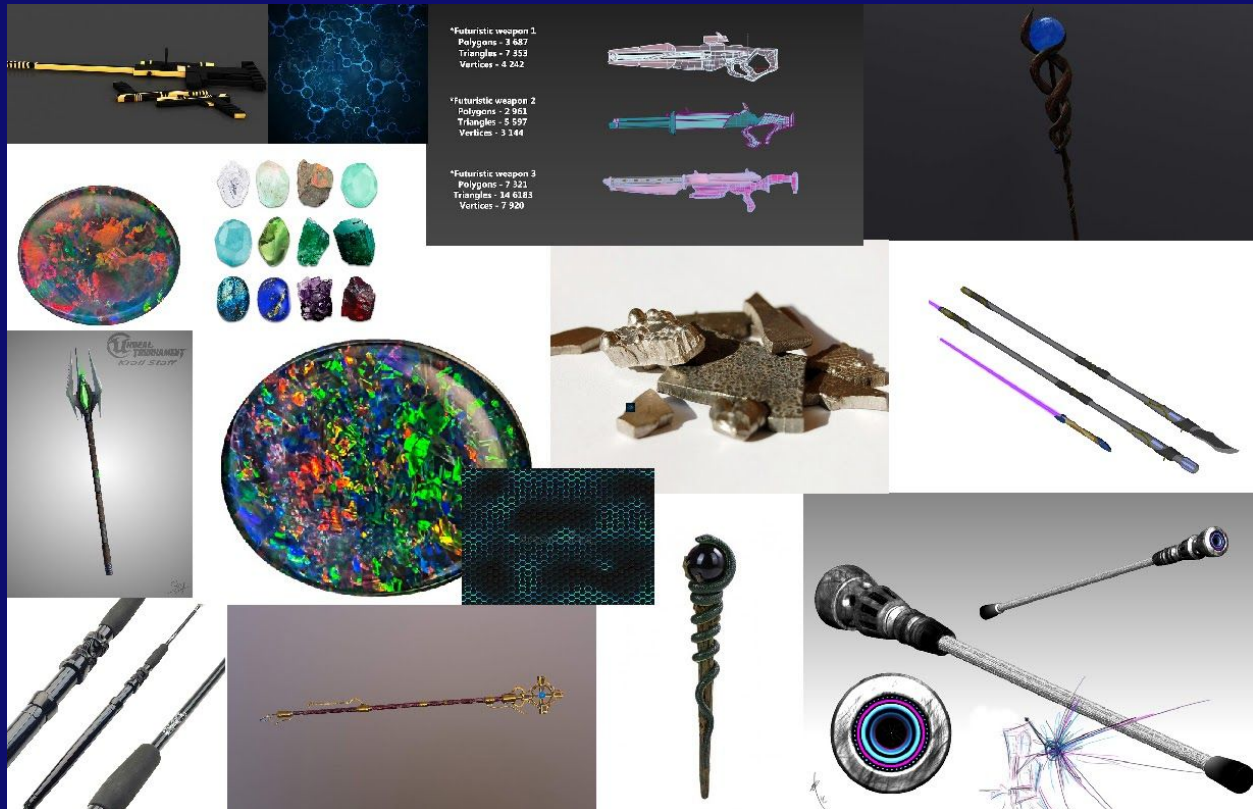


.: MOOD BOARDS :.

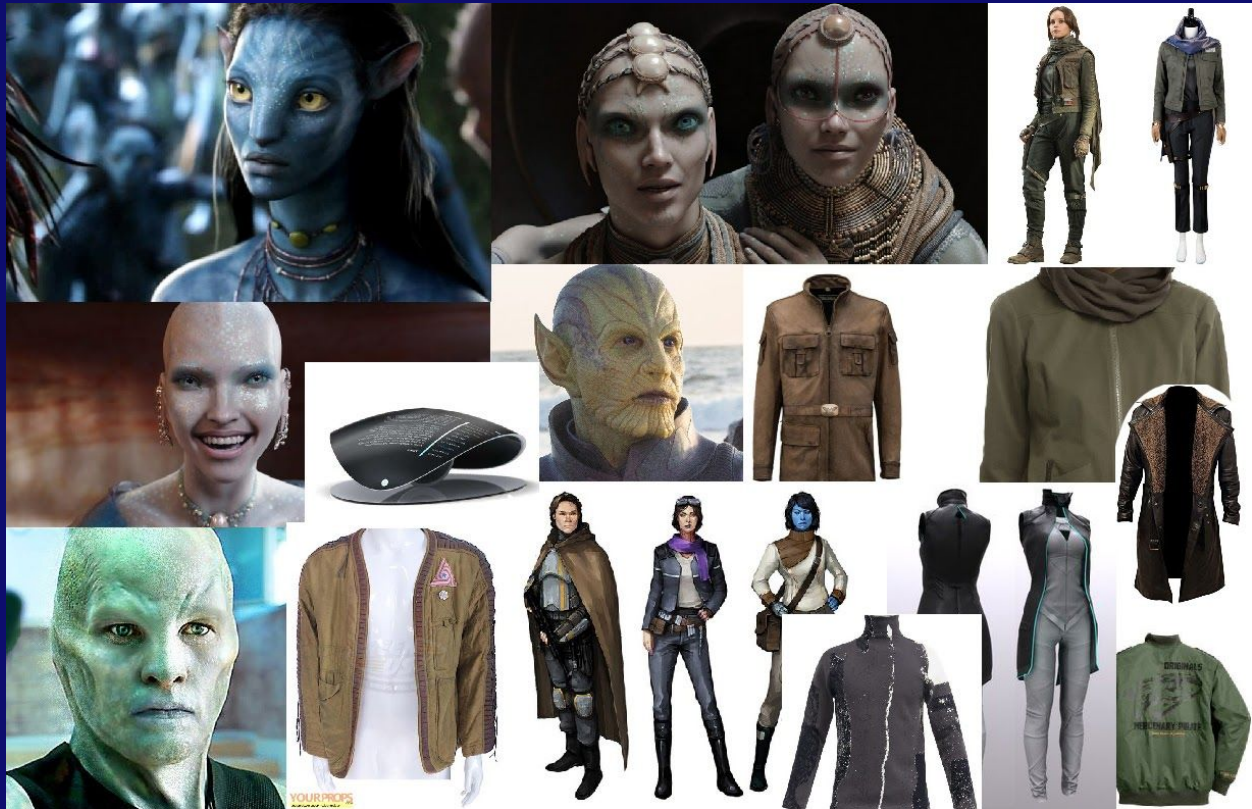
When first creating this world we were asked to make different mood boards to help inspire us to create concept art for our world. We were asked to create a mood board for the environment, a prop, and the character design.



For the environment design moodboard I was inspired by the busy-ness of the city buildings on the top rows and the way it contrasted to the more separated, cleanliness of the photos on the bottom. In my eyes it really visually represented the distinction between the districts, and just how different they are.



The prop that I chose for the moodboard is a staff that belongs to The Furcifer. It is a staff made from a very rare combination of metals and embedded in the top, the most expensive gem and only one of its kind ever found, known in their world as Alladstone. The staff is used both as a walking aid and a status symbol of The Furcifer.



Thrit's, the race dominating D1, were inspired by the Na 'Vi from Avatar which is why I wanted to directly include them in my moodboard. Because even though Heros lives in D4 and resides there mostly, his mother was a Thrit and I wanted to include his heritage. And, while Thrit's were inspired by the Na 'Vi, their ears are much lower on their head and smaller eyes (closer to those in the middle-left picture) are most common and most attractive. The rest of the photos are more reminiscent of Esla's, the race that dominates D4, with both the face shape and eyes, although their noses are much smaller. For clothing I wanted to keep it darker in color so he didn't stand out, and also breathable and move-able so he can move easily. The middle picture second to the left is a gadget that Heros' wears on his wrist. The one in the photo is much newer and cleaner than the one that Heros uses. His is parts that he paid one of his coworkers to fix up for him and, while it malfunctions sometimes, works well enough. It is used mostly for keeping track of his different jobs, and navigation.

.: FINISHED CONCEPT ART :.



For my concept art I decided to combine my character mood board and my environment mood board. Inspired more heavily by some things and improvising more with others. Heros' skin tone and overall bone structure were inherited from his father, while his larger nose and smaller eyes he got from his mother. Heros' is smaller in build because he isn't able to give his body the proper nutrition required to gain and maintain muscle mass.

For the environment I wanted to show what D2 looked like from the outside and I thought it would not only make a great silhouette for the character, I also wanted to represent his mental distance from the city. Even though he spends his time bouncing between D2 and D4 with work and taking care of his mother and her shop, he doesn't feel connected or attached to any of it. Heros' has always felt very separated from society as a whole, like an outcast, and my goal was for the visual distance to represent that. Because he was born from two different races and his parents came from separate worlds, he was viewed by almost everyone he knew as a reject. He wasn't accepted by anyone, and after the death of his father-even though his mother was physically okay- she wasn't there mentally anymore. Because of that Heros' had no choice but to mature quickly and basically raise himself, and help his mother wherever he could. He never fit in with the other children and making friends was very difficult for him, Lux was really all he had. So when she disappeared and society didn't notice and didn't care, he made it his mission to figure out what happened and, if he could, save her.

.: SOUNDTRACK :.

Below is a link to three different royalty free sound pieces I put together that I thought represented different emotions at different points in a story. The first text that appears with each piece represents the emotion that I felt it best conveyed/paired with, and the second is the title of the piece.

Youtube link: <https://youtu.be/-sWsZ1c0IT8>