

Title – Eris Latentes – Character Concept

Program of Study – Studio Art

Project Type – Juried Arts

Subtype – 2-D

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Abstract – The piece I am proposing to you is a digital concept of a character within the story of a world I created after extensive research. This character exists within a post – cataclysmic dystopian society which is ruled by a government afraid of differences and mutation, yet obsessed with technology and its advancement, and convinced that it is a cure-all to the problems of society. *Eris* is an product of the system. Her mother was killed for her mutant abilities (resulting from the new state of the post-cataclysmic earth and atmosphere), and her father went insane trying to plan an uprising of mutants after her death. Therefore, the government saw it fit to take in Eris and her brother Elio and force them to be trained and work for the government. Eris works as a member of the Vanguard and must use her mechanical/technological engineering abilities to create new products for the government and complete projects as they see fit, however, she is secretly helping her father with the Mutant Rebellion against the government.

The digital painting I created is a product of research I did involving first and foremost story/character creation, closely followed by the idea of dystopian societies, clothing and technology that would fit the chosen occupation and the era, and some Latin/ Latin roots. I also studied the process required to create a final character design/concept.

Biblical Worldview – My Biblical Worldview is constantly influencing my artwork, my academics, my relationships, my political and social viewpoints, and now has poured over into my research. I believe that God is the ultimate artist/ creator, and since we are created in his image, some of us are privileged with artistic ability. I also believe that anything I will ever create is simply a product of my knowledge and experiences, and a combination of things that already exist, and therefore, anything I create can only be a sub-creation made of things and ideas that God has already made. While the work I create is original in its most basic sense, it's really just an original combination of God's immaculate designs. Because God formed man and woman with his bare hands, and because I was created in his image therefore inevitably received a lesser portion of his innate abilities, I was able to use my hands to create my version of "man" through digital art.

Another aspect of my Biblical Worldview that showed itself during the process of researching and creating this project is my belief that we should respect and protect God's creation. I believe that with God-given rights comes God-given responsibility, and as the species that God chose to live amongst and "rule" the rest of his creation, it is our duty to uphold the standards to which He desires his creation to be at. As a political or monarchial ruler holds the responsibility of keeping his peoples best interest at heart and mind at all times, it is our responsibility to keep the environments and all of creations best interest at the forefront of our lives and decision making. This is why I chose my world and character to portray an unfortunate dystopian society as a product of world-wide mass cataclysmic disaster, resulting from drastic climate change and atmospheric destruction, because of how much mankind neglected the earth and environment.

ERIS

VANGUARDIAN/ENGINEER



