

Hasten: An Artbook Exploring an Accelerated Dystopian Society through a Collection of Drawings.

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Abstract:

We've reached a point where technology is deeply ingrained in our daily lives, simplifying tasks with each invention. Despite our appreciation for technological wonders, there's also a pervasive fear of its capabilities, especially in the realm of multimedia where Artificial Intelligence stands out as a significant advancement yet is largely feared. Instead of succumbing to fear, why not push its development further? This project delves into the implications of applying accelerationism in society. Utilizing both traditional and digital techniques, I aim to envision this societal transformation 10 years from now and then the next, through a series of graphic illustrations, treating them as entries in a travel journal.

Keywords: Accelerationism, dystopian, journal

Introduction

We are now in a modern world where everything moves faster. While doing one of my sketches, I was watching a film called Ready Player One (2018) where the technologies in the film are much closer in comparison to the ones we have. The film shows that our technologies are closer to achieving a dystopian world. Knowing that our world today revolves around technologies and the way things are being developed at a drastic speed. It made me wonder "What if we speed things up a bit more and intensively?" This inspired me to create an art book that shows the result of accelerating everything that can lead to a dystopian world.

Accelerationism is a contemporary theoretical movement that investigates the reconfiguration of current technologies to shape a novel postcapitalist future. The emphasis on creating a new future through accelerationism has sparked considerable discussions on the connection between humans and technology and the boundaries of human capability (Noyz, B 2022).

Living in a third-world country has always fascinated me with how we become more innovative and creative with only a limited number of resources. Knowing that we are much closer to a dystopian type of world or thinking that we are living in it right now, had my curiosity about how people will live when everything becomes more advanced, and I believe that we humans know how to adapt to a certain environment.

Inspiring children beyond the academic advantages of journaling helps cultivate their independence as critical thinkers who can pose inquiries and engage with their peers. Through journaling, they explore and record their experiences, interactions with others, and the places they've encountered, fostering a deeper connection with the world around them.(Crum, P. 2018)

Hasten is an art book that explores the dystopian world where everything gets accelerated. It also has a poetic narrative that shows my reflection on living in the modern world, thinking that

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it is a dystopian setting. The art book will be created in a traditional and digital medium. It involves the use of traditional sketches and inking, digital layout, and traditional printing techniques.

The question "What if we speed things up a bit more and intensively?" "The framework of the project will focus on the term Accelerationism. It is an idea of a drastic increase in growth and technological advancement. PRO

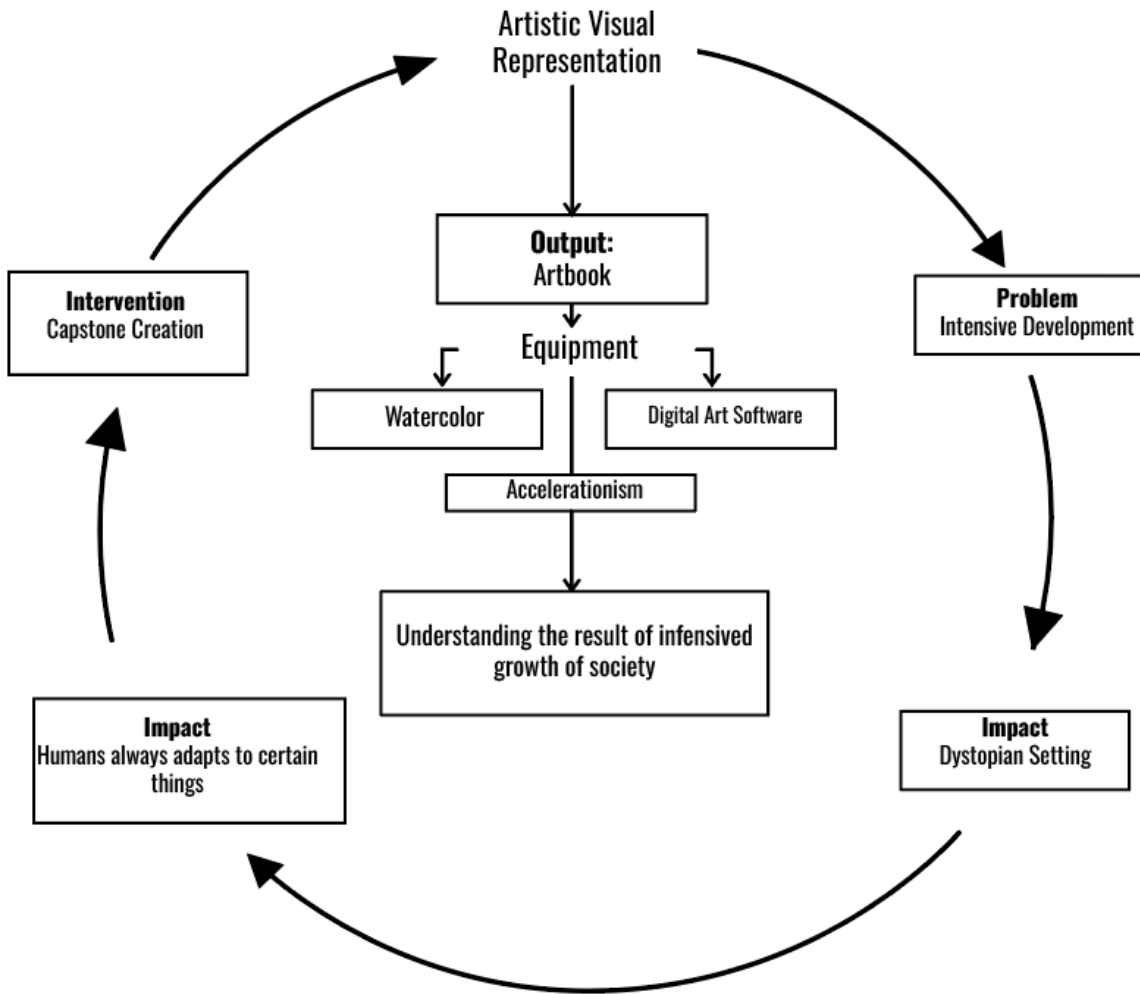


Figure 1: Framework of the visual representation of the effects of implementing accelerationism

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The creative framework that I used shows the representation of the concept of the project and the methods being used. This will be the overall summary of details of the project and how the project was created.

The project is based on the idea of how people nowadays fear the advancement of artificial intelligence. This problem is based on my statement that technology should not be feared but rather be developed even further. When having the idea of advancement, I came across the theory of Accelerationism. Accelerationism is an idea where they believe that everything is developed intensively.

Accelerationism has a different field of ideas from left and right-wing parties. The left wing believed that by the intensive development society would reach a utopian setting. While the right-wing believed that it would reach a dystopian state. I always think that our society today is becoming much closer to a dystopian state. As a result of having a dystopian state humans tend to adapt to certain environments and situations.

The **data gathering** used in this project was a data analysis of existing theories, literature works, and real-life observations. This method is conducted to understand the existing theories of accelerationism. Additionally, real-life observation allowed me to create a much more accurate and detailed advancement of the past and present.

In this research, I will also be conducting an observation method of data collection. This research method is predominantly utilized in qualitative research to collect data regarding individuals, objects, events, behaviors, etc., within their natural environment (Voicedocs,n.d). I will be gathering data regarding the images that I took from the city, and I will evaluate what it will be like after implementing the accelerationism theory.

The **research design** of my project will utilize a combination of traditional and digital art. The traditional side of the project will be conducted in a style mixed with watercolor and alcohol-based ink markers. The digital side of the project will be focused more on the layout of the art book, to become more like a travel journal.

The **target audience** for this project will mainly be collectors of art books. The age ranges from 18- years old and above and more likely to be in college. The art book is for those who are interested in what will be the changes and the kind of society and civilization that is based on a different kind of dystopian future.

For the **design process**, I started collecting real-life references from my area in Imus, Cavite. The first reference was focused more on the structures of the areas. After gathering the structures, I began to collect more detailed objects in the area. Mostly the objects are focused more on what makes the setting more familiar to a Philippines setting. Commonly scattered garbage, vandalized walls, signages, and a tangled electric post. Then I began implementing my take on a dystopian setting. My take on a dystopian setting is mainly like a futuristic steampunk where it shows the result of implementing the idea of accelerationism in the Philippines.

Once I gathered all the assets, I began to combine the images and my thoughts of a dystopian setting and started the initial sketch on 300gsm watercolor paper. After completing the sketches, the inking process begins, the style of the inking process will be more focused on making it a loose inked style of line art. Once inked I began to color it with watercolor. The first coat of color fill is for the based colors. After the first coat, I began to incorporate a much more

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saturated color of the based color. Then applied more detailed coloring. Like the method of inking, applying the color will also be a loose-style method of coloring. By making the style looser, it gives the great appearance of a traditional style.

This method can also be achieved in another way. By first applying the base color of the image and using it to sketch out the initial shape of the image. After that begins the inking process, adding detail to the work. Then it will be the final adjustment of colors and details. The main color pallet will have a dominant color of grey and another color that is also in a darker tone so that it gives the atmosphere of a dystopian setting full of machines and other metallic elements.

Additionally, I will be using a color palette that is associated with metallic shades of grey and darker shades of blue with the color theme of monochromatic, it will also give a futuristic dystopian setting. Applying these into the journal I would also use colors that are commonly used in the surroundings to give ideas of where the scene has taken place such as a triadic color scheme.

MONOCHROMATIC



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Pre-Production

In this stage, I focused mainly on collecting images for reference and sketching scenes that were taken in the city that I live in. After gathering all the scenes, I began implementing my take on a dystopian world with the image in the form of a sketch. After creating the sketch, I began to apply the narrative to the sketch.

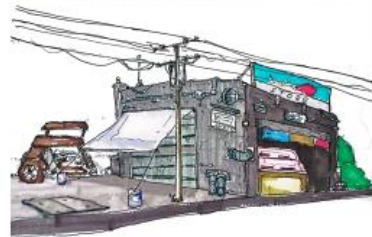
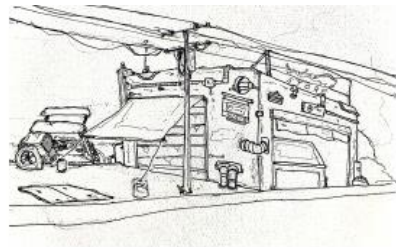


Figure 2: Initial Photographs Taken for Reference and Sketches in STUDIO2

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Production

After gathering many references and implementing my take on the punk genre in the form of a rough sketch. I mainly focus on the final art style itself and the polishing of colors. This stage will be more on the traditional side of work, from sketching to the final. Once the final art form is done, it moves on to digital scanning. The focus will be the layout for the art book arranging all art in the preferred size of 10 x 8 inches, organizing per page of which art will be paired with one another and which page will be double page spread. This stage will also focus on the bleed and trimmings of the art book.



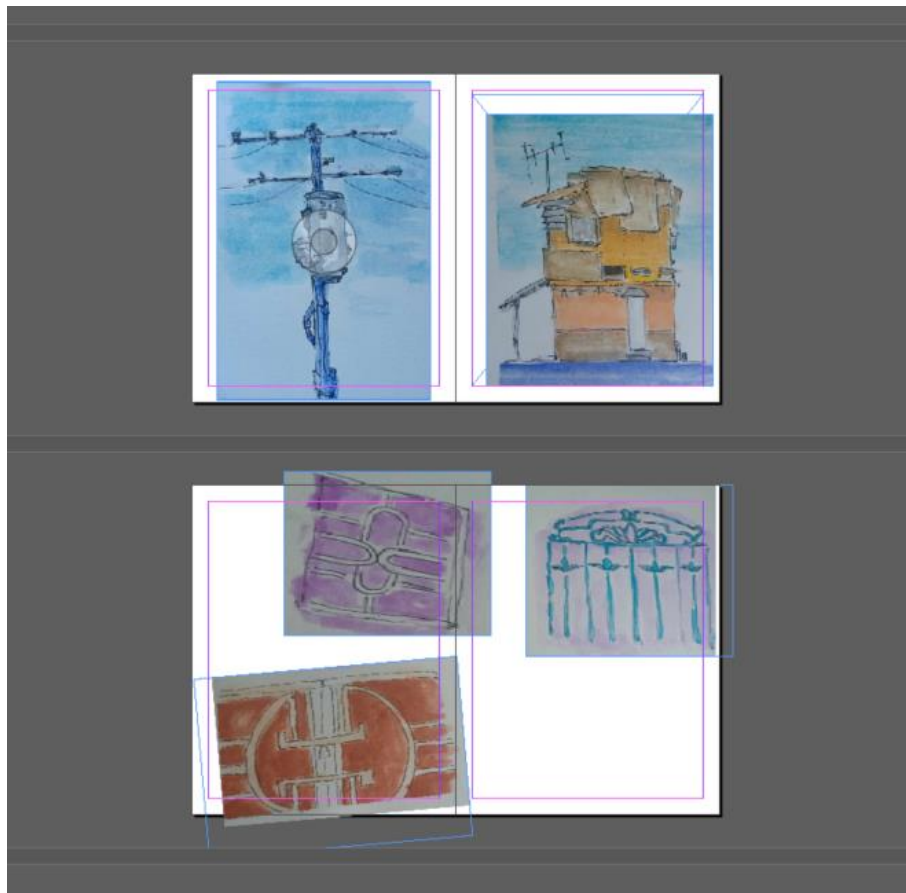


Figure 3: 1st batch watercolored design on water colored paper

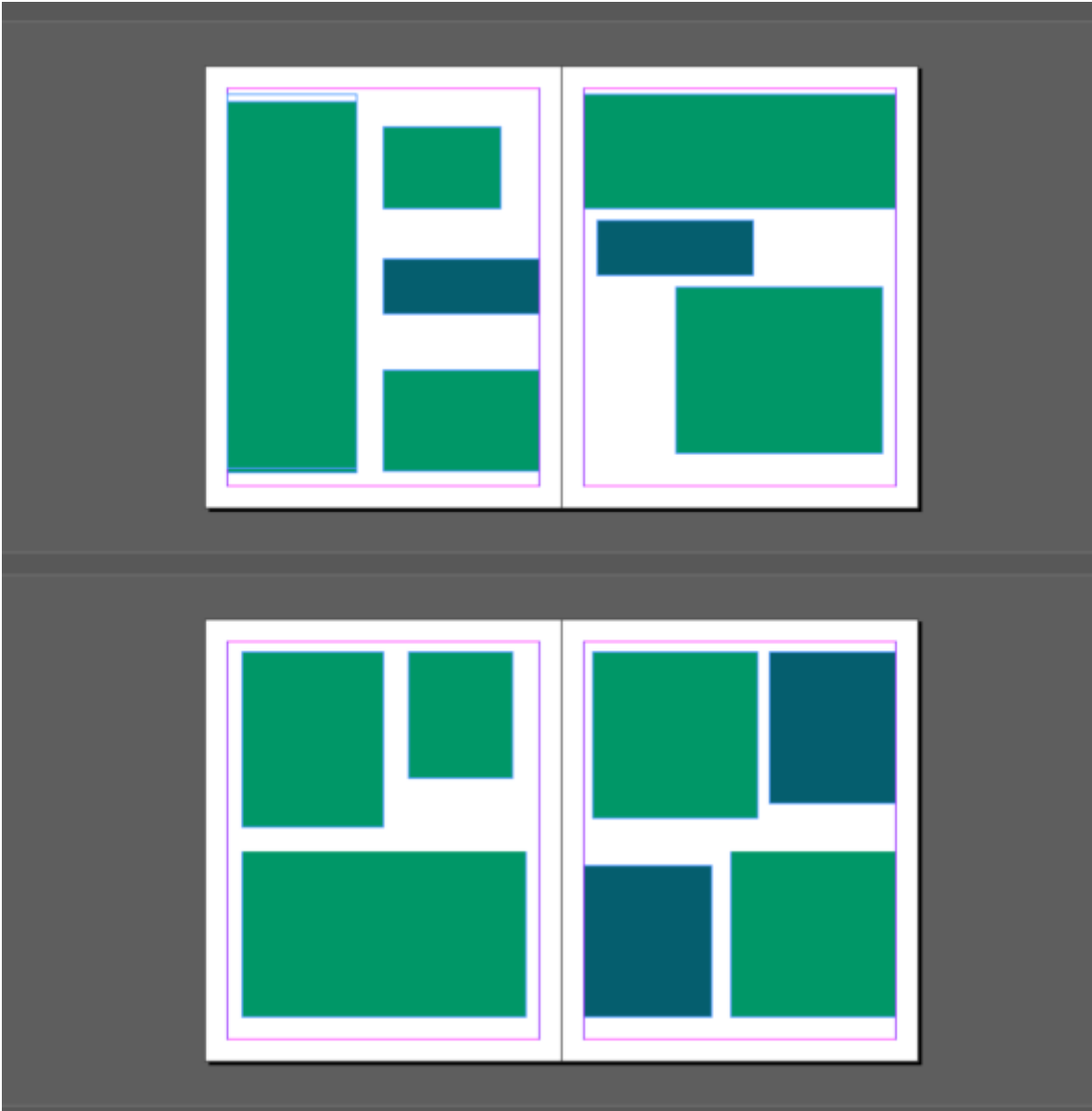


Figure 4: Pagelayout of the 8x10 spread pages.

The green box indicates where the complete water colored sketch will be placed while the grey box will indicate where the typography of the narrative will be placed.

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Post-Production

The post-production will be more on printing the physical form of the book. First finalizing the layout of the book and polishing. Then came test prints hopefully, if the first print has done it correctly, I won't need to have 2nd print. Once satisfied with the physical print then began with binding the book which was a perfect binding.

Review of Related Literature

To create the idea in producing the project, it must incorporate the intention of the philosophy of an accelerationist. The project aims to express a near-future dystopian world. In this section, I will discuss Nick Land's point of view on accelerationism, the right-wing accelerationist perspective, and the post-capitalist future. This literature will help build the foundation of the project, dictating the kind of punk genre that will be implemented in the art book.

The co-dependent relationship of technology and communities

One of what makes humans unique is technology. It is pervasive in contemporary culture and essential to almost everything people do. New technologies frequently spark our imagination, can arouse strong feelings, and are frequently the subject of spirited discussion. While some individuals fear the growing significance of new technology in human existence, many people are in awe of their strength and potential. New technologies have the power to birth new businesses, and jobs, and even resuscitate entire economies.

Right Wing Accelerationism

The video essay "Nick Land on Accelerationism" by Auron Macintyre stated that "Technology from this standpoint is enslaved to myopic capitalist purposes with the wager being that the real transformative potentials of much scientific and technical research remain untapped." This puts the idea that even when capitalism has been eradicated from the world, another governance will be formed.

The Politics of Post-Capitalism: Labour and Our Digital Futures

It examines how Marxist ideas are used to represent social interactions as governmental restrictions on technology advancement and its utopian potentials. Election-related demands for new class players and political groups centered on the new economic and digital network-related political activity. Post-capitalism is the most recent innovation in capitalist production taking advantage of emerging technologies and escaping capitalism altogether in favor of qualitative societies. It suggests that to continue, the combination of increased computational power, globalization, and higher educational standards causes gains in human production.

Utopias and Dystopias: The Potential of Human Nature

The article “Utopia and Dystopias: The Potential of Human Nature” by Katrina Brown shows that both utopias and dystopias are reflections of the potential and the nature of human nature. It is because of this potential that people have been able to build cities, destroy wildlife, vastly extend human life expectancy and happiness, as well as develop (and utilize) the atomic bomb. Unquestionably, humans have altered and transformed the planet to suit them, for better or worse. This transformation could spell our doom or bring about a previously unheard-of level of affluence. In fact, in the future visions of many, tremendous wealth is followed by severe catastrophe. The good and the evil in dystopias and utopias are closely entwined with one another, much like in human nature.

Analog Incarnations: Steampunk Performance across Time

In the study of Diana M Pho ‘Analog Incarnations: Steampunk Performance Across Time’ the steampunk aesthetic can serve as a versatile storytelling tool that emphasizes how historical ideas have affected performers and viewers. A style known as "steampunk," which draws inspiration from science fiction and fantasy from the nineteenth century, emphasizes the sociopolitical functions of technological artifacts in the imagined past. Steampunk objects become time capsules that contain collapsed temporal moments in their engagement with retro-futurism

Conclusion

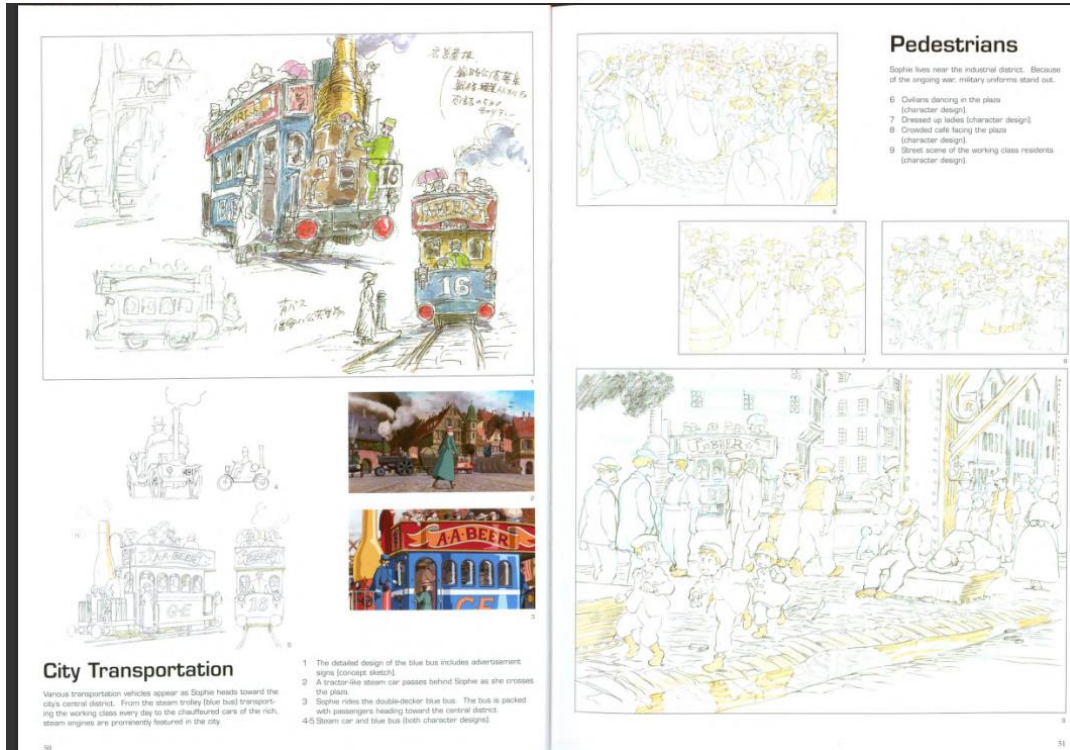
My project relates to of how humans can adapt to change. The study of "the co-dependent relationship of technology and communities" shows that the advancement of technology is becoming part of an essential part of our everyday living and keeps on growing the significance of technology in humanity. While on the topic of change and advancement Nick Land's point of view in accelerationism dictates that technological advancement is tied to capitalist purposes. It shows that even when a type of governance has been eradicated a new governance will be formed. Once the elimination of one governance a new type of governance a rise in emerging technology are an advantage to achieve a dystopia society. The article “Utopia and Dystopias: The Potential of Human Nature” by Katrina Brown shows that utopia dystopias are a key factor of why humans alter and transform the planet into advancement to create something that is better or worse. In the study of Diana M Pho, steampunk objects become time capsules that contain collapsed temporal moments in their engagement with retro-futurism

Review of Related Works

This section of the project will discuss the related works. Blade Runner is a film that presents the ideas of a dystopian world in the punk genre. The Art of Howl's Moving Castle and Ian McQue's Book of Drawing are art books that show the targeted art style in developing my take on a punk world.

Art of Howl's Moving Castle

Figure 1



The Art of Howl's Moving Castle is an art book that shows the process of creating the structure of machines in the 2004 film. The book includes the design of the structure and scenery in different locations.

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Blade Runner 2049 (2017)

Figure 2



Blade Runner 2049 (2017) is a sci-fi and fiction film that is set in a dystopian world where Earth's environment was lost by war, and pollution causing organic life to extinction. The film has an environment that shows a dominant color of blue and grey. These colors can indicate the machines and the mood per frame

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Ian Mcque's Mech and the City

Figure 3



Ian Mcque is a concept artist and illustrator known for his works of Grand Theft Auto being the lead. The quick sketches shown in the book show narrative without putting any words or dialogue in the pages. All the sketches were done in ink and produced in traditional printing. The book shows a different kind of punk genre, similar to the steampunk genre but with a far-future setting and atmosphere.

Venice: A Watercolor Travel Journal By: Joaquin Gonzalez Dorao

Figure 4 The sketchbook tour.



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It is a sketchbook journal filled with his travels in Venice. The sketches included the details of what makes the place more familiar to others. The buildings, cafés, and small details such as street posts, hanging lamps, and building sculptures. All the sketches were created in beautiful watercolor sketches. The book itself is filled with details of objects and scenery of the place that makes the location iconic.

Conclusion

The style and form of the art book will become more of a travel journal like Joaquin Gonzalez Dorao's journal, which shows the details of the actual location and how it makes it more recognizable. Alongside the inking style of Ian Mcque and the color script of Blade Runner 2049 with a dominant color of gray to show the machinery and technologies of the art book.

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Budget Breakdown

PRE-PRODUCTION		
ITEM	QUANTITY	PRICE
Watercolor Pad 190mmX270mm	1	200
Marker Pad (Optional)	1	250
Alcohol Ink Based Markers 120pcs.	1 set	500
Micron Pens	1 set	650
KOI Watercolor 50 color	1 set	3000
		Total: 5400

PRODUCTION		
ITEM	QUANTITY	PRICE
Abobe Illustrator	1 (good for 6 months)	1700
Adobe Photoshop	1 (good for 6 months)	1700
Adobe InDesign	1 (good for 6 months)	1700
Watercolor paper 200gsm Canson	3 (10 sheet per set)	250
Paint brush (Round 12,10, 6,)	3	500
		Total: 5,850

POST-PRODUCTION		
ITEM	QUANTITY	PRICE
1 st Test Print	1 page	200
2 nd Test Print	1	200
Final Print	1 (All pages with bookbinding)	4000
Extra	1	2000
		Total: 6400