Discussion:

- the target client for our project, for game? movie?
 - movie for now
- the time period of the story

Basically its Elysium (government) vs Dishonored/bioshock/european (Magician)

- the details about technology of the new era, and the type of magic from old era.

The government city is powered by the negative energy of suffering Magician.

No hovercraft

Mechs.

Channeling magic (transfer energy on to weapons/ golem and even store in container), elemental magic (emit elements from body)

- and of course, the visual direction and form language in detail.

Crystals for government (geometric, mathematical, rigid, reflective, systematic)

cold material, concrete/metal

Ancient, rusty, historic, growth, branch, worn out, rotate, tick , corroded, breaking down clock for Magician

colorwise : earth tone / warmer / more variant colors compared to government's color direction

new city is build on top of the old city underground is the old city

- how do we balance the design loads for the magic and technology factions?
- how are we going to divide the works.

magic

- brotherhood
- gadgets
- underground london (warm color chart) -volcano color?
- sewer system
- secret bookstore
- brotherhood bible / device / trigger

characters w/props (Norris)

Winston v1 (Scott)

Julia v1 (Jessica)

Obrien v1 (Norris)

Brotherhood Leader (Devon) (Gordon)

Normal Magician (Gordon) (Devon)

vehicles / mech (Devon)

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underground environments w/props (Jessica) {minimum 2 shots}

World Shot - underground magician city (Jess)

Sewer System shot (Gordon)

Bookstore - connected with sewer system but remote from Underground city (Norris)

Brotherhood gathering (Devon)

Underground forest, fucking park. all night long baby bow chicka wow wow (Scott Iololol)

above ground environments w/props (Scott)

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Stand alone/ important props (Gordon)

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2 subjects per week.

1 designated director for each subject. The director will be in charge of monitoring the subject so everyones creation can feel more inline, and coherent.

the Director also in charge of doing Sytle guide, so others can follow.

Design Sets Needed:

Characters:

- Winston main character
- Julia love interest
- O'Brian believed at first to be leader of magicians, but is really a Government Spy
- Magician/the Proles/Brotherhood (good guys)
- Government/Thought Police (bad guys)
- Obedient citizens, workers
- Big Brother ? more like an image/symbol (don't really know if he's actually a person etc.)
 - a central system that controls the city? ***
 - -- mounument or something left from the fantasy generation before?
- Parson neighbour of Winston with his kids (that are spies lol)

Environments:

- Winston's House
- Ministry of Truth (workplace of Winston)
- Room in Prole/Magician District above the bookstore where they have their affair
- Streets of London
- Shop with books and shitbfff
- O'Brian's Luxury Apartment

- Ministry of Love (where they study people to convert them)
- Room 101 (the ultimate torture room)
- Place they had their 1st SEXXXXX forest place thingie
- Underground rebellion city
 - -(The big gathering hall)
 - -(the street of the underground ruined city)
 - etc

Props:

- TVs
- surveillance cameras
- torture device
 - the Party control device that manipulates people's nervous systems?
- Device used by secret police:
 - thought/mind readers
 - the weapon/stuff they used to capture/ fight against magician.
- devices/meature that prohibit people's magic?
- brotherhood bible/device?
- device Winston used to record his diary.
- Winston's working station
- Device used by magician.
 - Lantern or device that guides Rebellion members to their base
 - their Weapons, NO Wand
 - stuff they wear or use to avoid magic detection

Mech/Vehicle/ pooooooop in my pants

- Transport/motorcycles/cars
- Patrol Mechas
- Mech in Ministry of love
- Food/supply distribution vehicles and mechas
- Warship dropping bomb to city.
 - the bomb actually emit some sort of anti magic particle.
- robo hound or somesort

Key shots:

- 1 or 2 per person

Setting:

Basically blending the use of magic with 1984.

originally every human beings are capable of using magic, but because some shit gone wrong, the world was once on the verge of dome. But people arise again from ashes and rebuild society.

As tens of generations gone by, the society is rebuilt, a highly developed one with advance technology level. The government of this new era totally erase the existence of magic from the book, not even the word "magic" is in the culture anymore. gradually, people start thinking that technology is the only power to survive in the ruined world, and being a tireless worker in the government central factory is the only way to maintain social status for food and living expense. (As the government also keeps giving the impression that they are constantly at war with unknown threat from other territory)

By using all the possible extreme measure(like those in the book), the government tries to eliminate the usage of magic, and those who's talent has blossomed. Winston is a ordinary worker, but an unordinary thing about him is he constantly dream about being able to walk in the air and breath fire and shit..... He often draw out his dreams in his diary, with some symbols he could not understand, but just feel familiar.

Reference:

Games:

Thief
Devil May Cry
Dishonored
Sherlock Holmes

Films:

Inglorious Basterds Equilibrium