Virtual Tomorrow

The Adventures of Sara Lockhart

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The Story

The year is 2276, and the world is no longer the same. About 20 years ago the big shift happened. Asia and Western Europe shifted and collided with North America. The culture has changed and many places are still in destruction; except for one place, Magnetic City. The government began to focus on technology to help save the country and Magnetic City has become the most technologically advanced city in the world.

Story Map & Story Arc

- ❖ Introduction
  - ➢ Agents Page give an introduction to the storyline (Comic)
- ❖ Complication
  - ➢ Sara is a secret agent and a student
- ❖ Body
  - ➢ We learn about Sara's past and how she got to this point(Comic)
  - ➢ Learn about Sara's life (blog)
- ❖ Climax
  - ➢ We end the comic Sara sets off an alarm on a mission
- ❖ Resolution
  - ➢ In the next comic, we would find out that Sara got out and has made a new friend
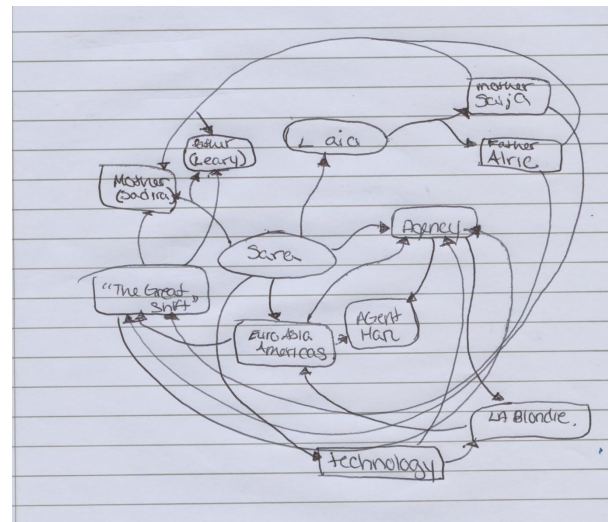
Characters

Sara Lockhart

She is a 25 year old girl who has been recruited by MicroForce. When she was young she found out she had the ability to shape shift and this made her a great candidate for being a spy. Not to mention she is getting her Masters in Computer Science and still dealing with the struggles of who she is.

Timothy Han

He is Sara's "Boss" he gives her missions, constantly communicates with her and on dangerous missions is her partner. His age is unknown and no one knows what he really looks like. He has the ability to change his face at will.

Characters

Squarf

Is actually an alien life form who has crash landed on the planet. He was originally headed to Magnetic city to find a way to get back home. But, was captured by the Leblondie Technologies, Inc. and is currently held in a secret facility.

LeBlondie Techn.

A company based in South America that has opened companies around the world. Recently, opened a location in Magnetic City and is currently trying to steal top secret technology.

MicroForce

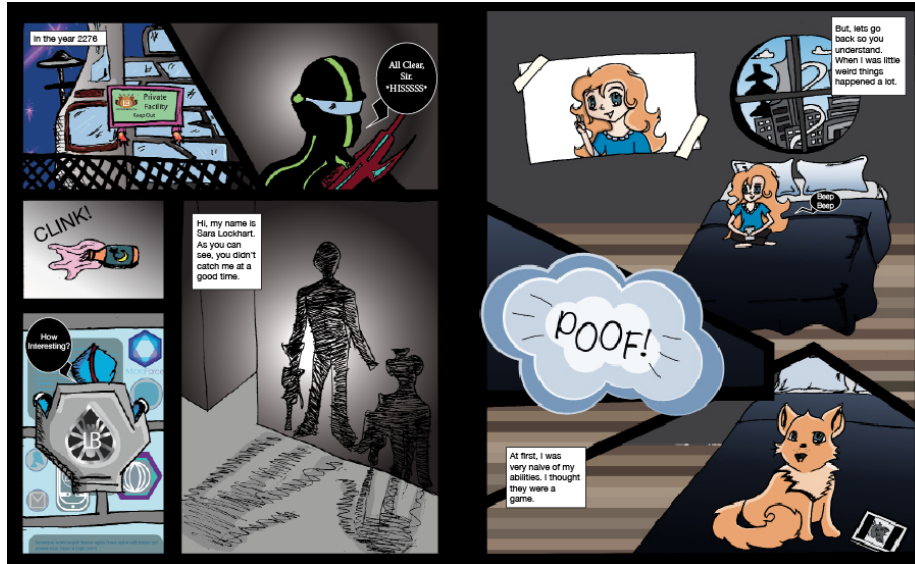Is a top secret government agency that is hired to protect Magnetic City.

Media Elements

- ❖ Comic
- ❖ 3D Printed Models
- ❖ Video Game
- ❖ Website
  - ➢ Blog
  - ➢ Forum
- ❖ Instagram
  - ➢ Behind the Scenes

Comic

Our comic book is used to introduce Sara for the first time. In it, she talks to the reader, telling them about her childhood and a little about what she does now.

We drew each of the pages, scanned them, and then added color to them using Illustrator.

Poster

- Promotes the release of the comic book
- Advertises Instagram account and website
- Features the comic book's cover art

We created the poster by first drawing the characters and then scanning the drawing so we could bring them into Photoshop. In Photoshop, we made sure the faces matched up and cleaned up the lines before recreating the lines and adding color in Illustrator.
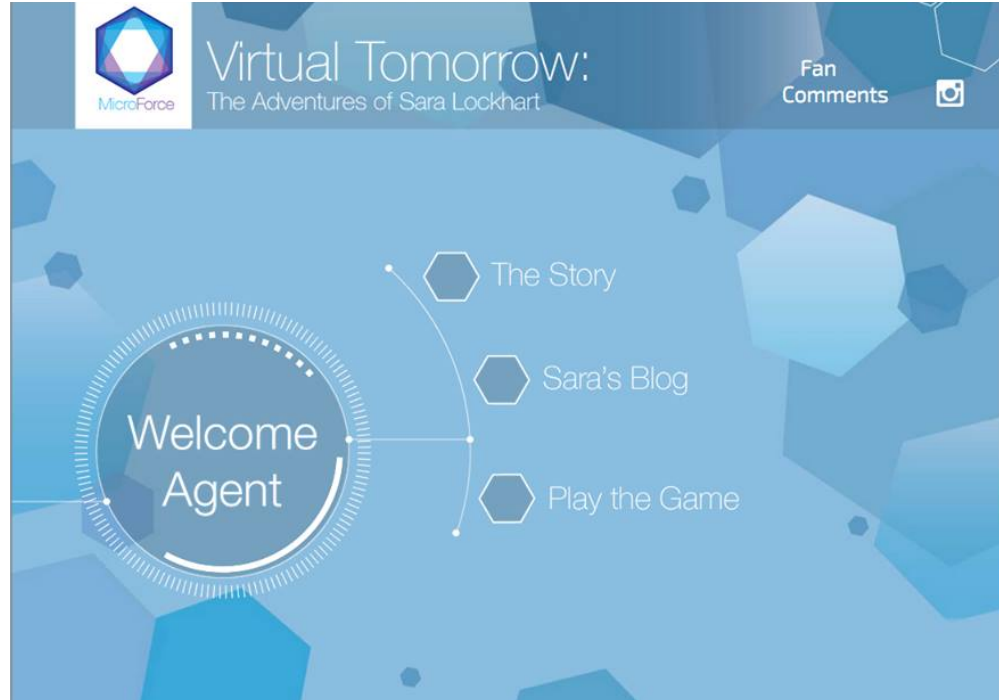
Website

We coded our website using a combination of:
- HTML
- CSS
- PHP
- Javascript

Our website features:
- A blog for Sara
- A forum fans can post to
- Info about the story and project
- A digital version of the comic
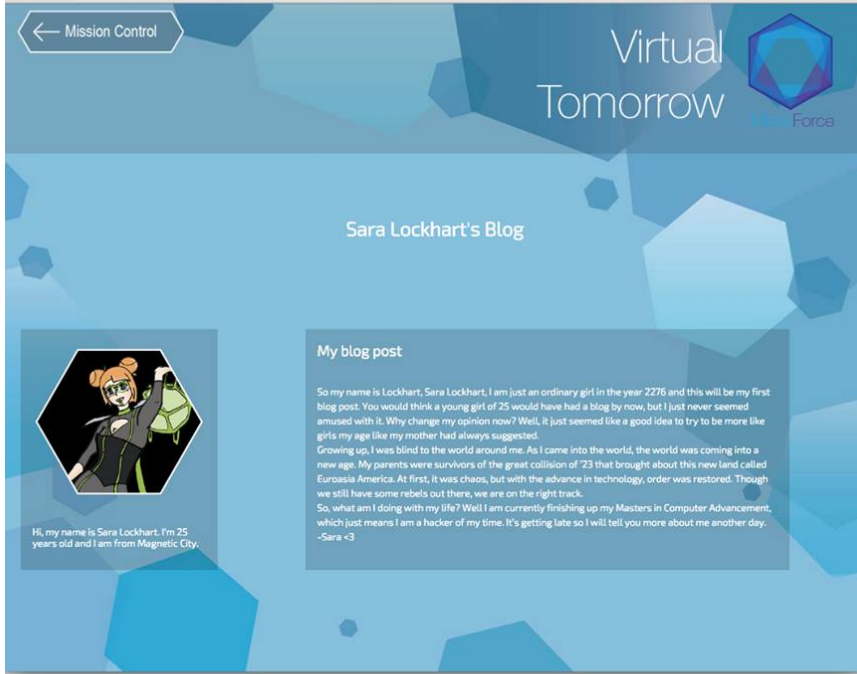- A video game
- A link to our Instagram account

Website

Blog

The blog is used for people to learn about Sara's "normal" life. She deals with the issues of her parents, friends and going to college.

This is where the user can get another side of story and watch Sara's character develop.

Forum

In the forum the users can interact with the others and give input into the story. Giving thought, ideas, and opinions.

We wanted people to comment on the blogs, however that caused issue in the code. So the best solution was to create a separate page just for the users.
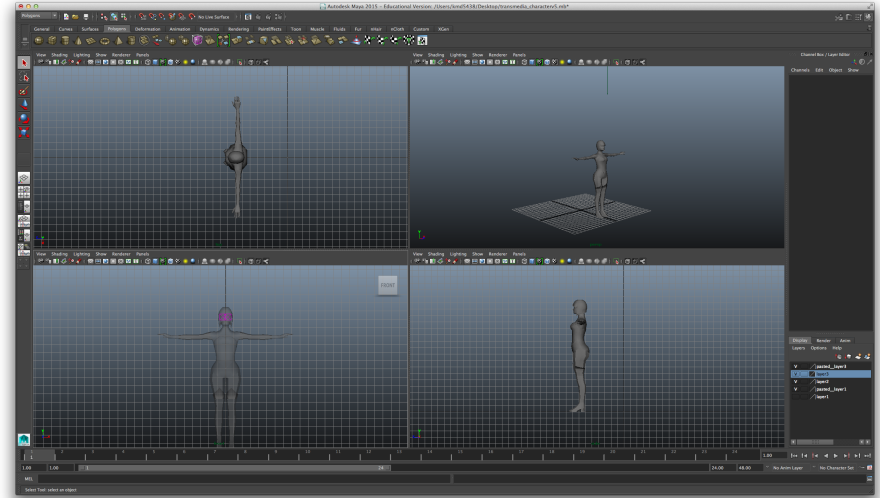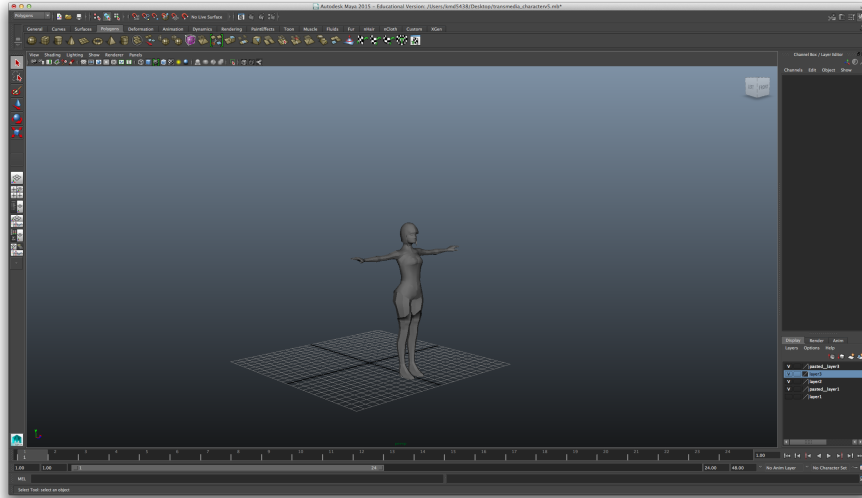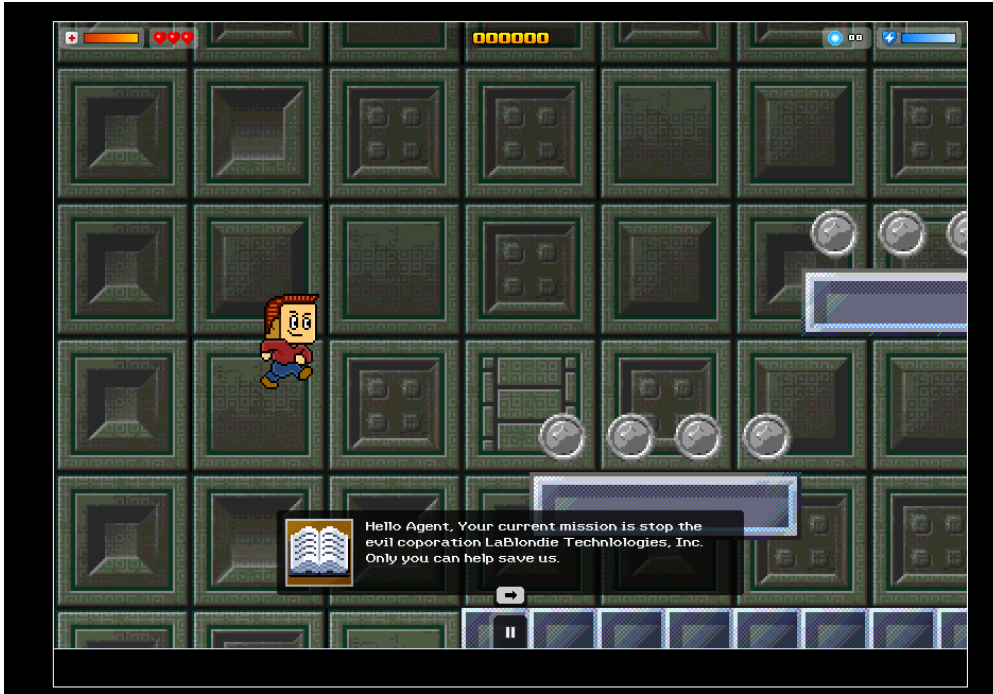
3D Design & Print

Our 3D Sara Lockhart model was created using AutoDesk Maya. We created it in two different pieces, the figure and the base. We then printed it on the MakerBot 3D printer.

3D Design & Print

Video Game

The user becomes part of the story by being an agent. The user can choose the player they want and our brought into a world where the are being recruited by MicroForce to go on a special mission to help break into the LeBlondie.

This gets the user involved but also helps the user to learn more about the story.

To further this game we want to add more levels to the game. We would add a boss to each level at the end and the final boss. We be a major figure in the LeBlondie corporation.

Instagram

- 3D Printed Started
- Maya Figure
- Video of 3D printing at Imagine RIT
- Presenting at Imagine RIT
- Our Display at Imagine RIT
- Poster Design from Imagine RIT
- Finished Comic
- Skeleton of 3D figure
- Working on VIdeo Game

- Working on Maya Figure
- Working on Comic
- Release Date of Comic
- Coloring Comic
- Before and After Designs of Sara
- Choosing paper for the poster and comic
- Drawings of comic pages
- First Design of Sara
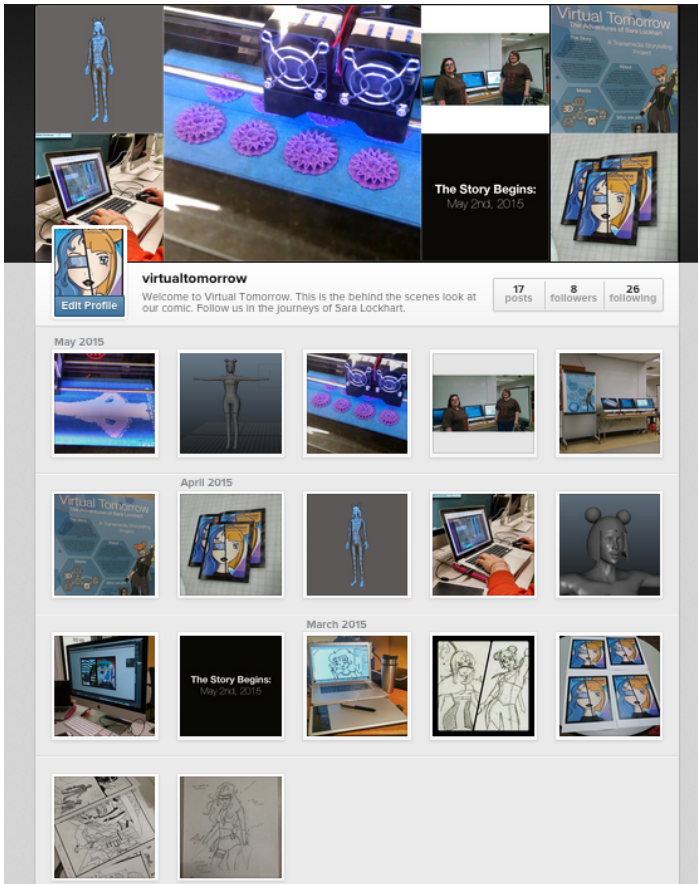
Core Principles

❖ Spreadability and Drillability:
  ➢ Instagram: behind the scenes images
  ➢ Online forum page on website

❖ Continuity:
  ➢ Comic follows Sara in her world
  ➢ Website made to look like it is part of MicroForce
  ➢ Game takes place in Sara's world

Core Principles

❖ Multiplicity:
  ➢ Game takes place in Sara's world but focuses more on her as an agent rather than a superhero
  ➢ Comic shows Sara as a small child (origin of powers)

❖ Immersion:
  ➢ Audience plays as Sara Lockhart in the online game

Core Principles

❖ Extractability:
  - ➢ Posters
  - ➢ 3D figures
  - ➢ Comic book

❖ Worldbuilding:
  - ➢ Magnetic City: home of Sara, LeBlondi Tech, MicroForce, and Squarf
  - ➢ Magnetic City is featured in the game, comic book, and website

Core Principles

❖ Seriality:
- ➢ Comic book edition 1: Sara's origin story sets up the scene for the rest of the series
- ➢ Future editions of the comic would feature Sara as she begins to take on LeBlondi Tech.
- ➢ Game allows audience to play as an agent as they try to break into LeBlondi.

Core Principles

❖ Subjectivity:
   ➢ Comic book is narrated by Sara. The story is from her point of view
   ➢ Website allows the audience to become a MicroForce agent who is accessing MicroForce files.
   ➢ Instagram tells the behind the scenes story from the creator's point of view

Core Principles

❖ Performance:
  ➢ Website will have an open forum page
  ➢ Users can post their comments which can then be read by other users.

Whats Next?

We hope to continue this project after the end of this class. We have some things in mind we would like to add as we go on.

- Further develop the story
- Pinterest
- Mobile narrative
- Interactive online comic
- Add to the Game

Thank You