

# Past Futures and Present Futures



“The future is unknown, but it hasn’t stopped people speculating about it, predicting it or even engineering it to their own ends. As we know now more than ever the future is unpredictable.”

Brief

Future Cities:  
**Dreams and Nightmares**

Future Cities: Dreams and Nightmares is an exploration of present visions of the future.

Today, we see many past visions of the future become the present. The main inspiration for this project is drawn from film and TV where we see many depictions of the future that have become a reality, due to our fast-developing and ever-changing world.

This exhibition will present immersive representations of what kind of a world the human race could face in the future based on current media and present visions of the future.

Concept

Rendered final design



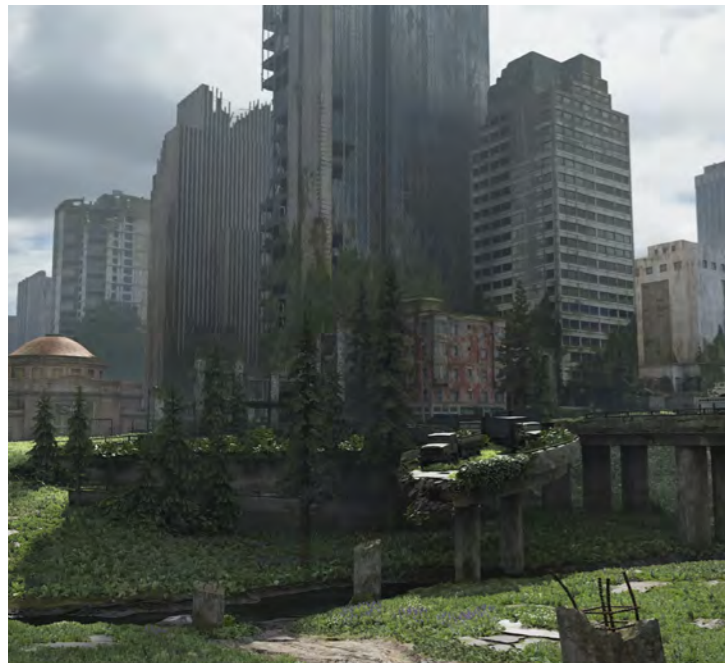
Future City:

# Post Apocalypse

For something to be classed as post-apocalyptic, the setting must be one where the end of the world has already taken place, civilisation has been destroyed or has regressed to a more primitive level.

In media today we see many portrayals of a post-apocalyptic world. From zombie apocalypses to climate disasters predictions are constantly being made about what the end of the world might look like. Buildings break down and nature takes over whilst societal change presents constant struggle and moral decline.







## Romain Veillon

Green urbex: Le monde sans nous



French photographer Romain Veillon has spent his years photographing abandoned places around the world that have been overtaken by nature in his mission to capture the potential result of a planet without people.

Veillon published his book, *Green urbex: Le monde sans nous* (The World Without Us) in 2021, featuring a series of deserted and/or forgotten spots, in the hope that the haunting images will serve as a reminder of the “necessity to live in harmony with out habitat” as well as highlight the importance of working with rather than against nature.

The images of these long-forgotten places provide an idea of what the world would become without humans, as nature reclaims what was once its own.







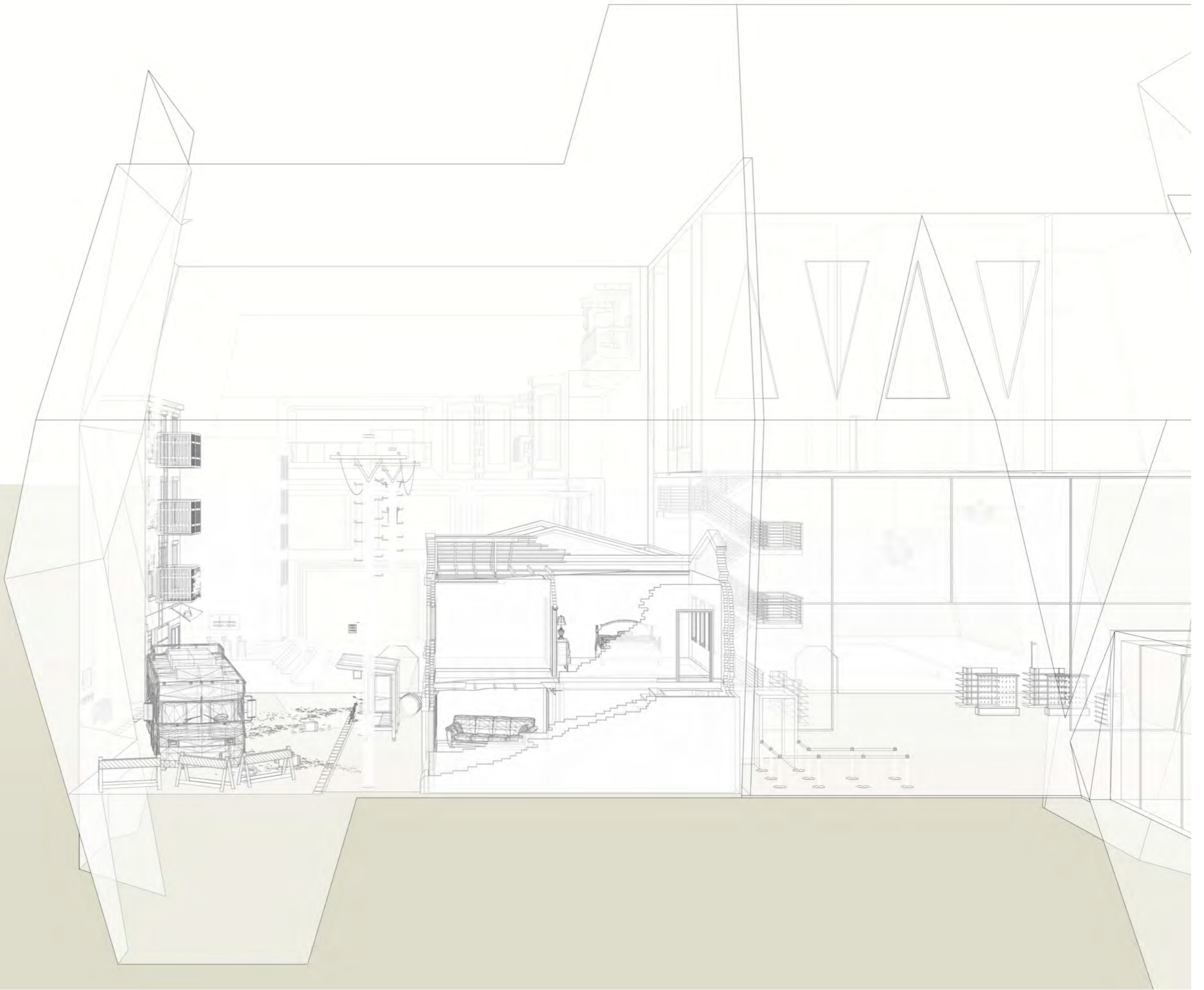
Founded in 1970 to house workers from Chernobyl, Pripyat was home to 49,000 residents before it was evacuated in 1986, one day after the Chernobyl disaster. Pripyat had 15 primary schools, a hospital, 25 stores, along with parks, factories and an amusement park.

Over three decades later, the city stands exactly as it was left in 1986. Communist propaganda still hangs on the walls, buildings are abandoned and littered with personal belongings. All clocks are frozen at 11:55, the time the electricity was cut.



**Pripyat, Ukraine**  
Abandoned City











# Future City: Dystopian Cybercity

A dystopia is an imagined world or society in which everything is unpleasant or bad, typically a totalitarian or environmentally degraded one.

Regarded as the first dystopian movie, *Metropolis*, released in 1927, has inspired numerous representations of the genre in film and TV. From *Blade Runner* to *The Hunger Games*, dystopian settings often feature futuristic tech, neon-lit urban sprawls, oppressive surveillance and large inequalities.









## Cyberpunk Sci-Fi Genre

Cyberpunk is a sub-genre of science-fiction that blends advanced science technology with an urban, dystopian future. The word cyberpunk was coined in 1982 by writer Bruce Bethke, the term is derived from the words cybernetics (the science of replacing human functions with computerised ones) and punk.

The genre is noted for its focus on “high tech and low life” as it combines advanced science with a degree of breakdown or change in the social order.

Cyberpunk themes influence most fictional dystopian environments and hints of the genre can be seen in real life cities today.







With a population of 31 million, Chongqing is one of the fastest growing and biggest cities in the world. The city is known as being an important economic centre along the Yangtze River as well as a historical and cultural centre for China.

The municipality of Chongqing is divided into 19 districts and the total area of the city is 31,766 square miles, most of which consists of rural farmland outside of the urban core.



Chongqing, China  
Cyberpunk City



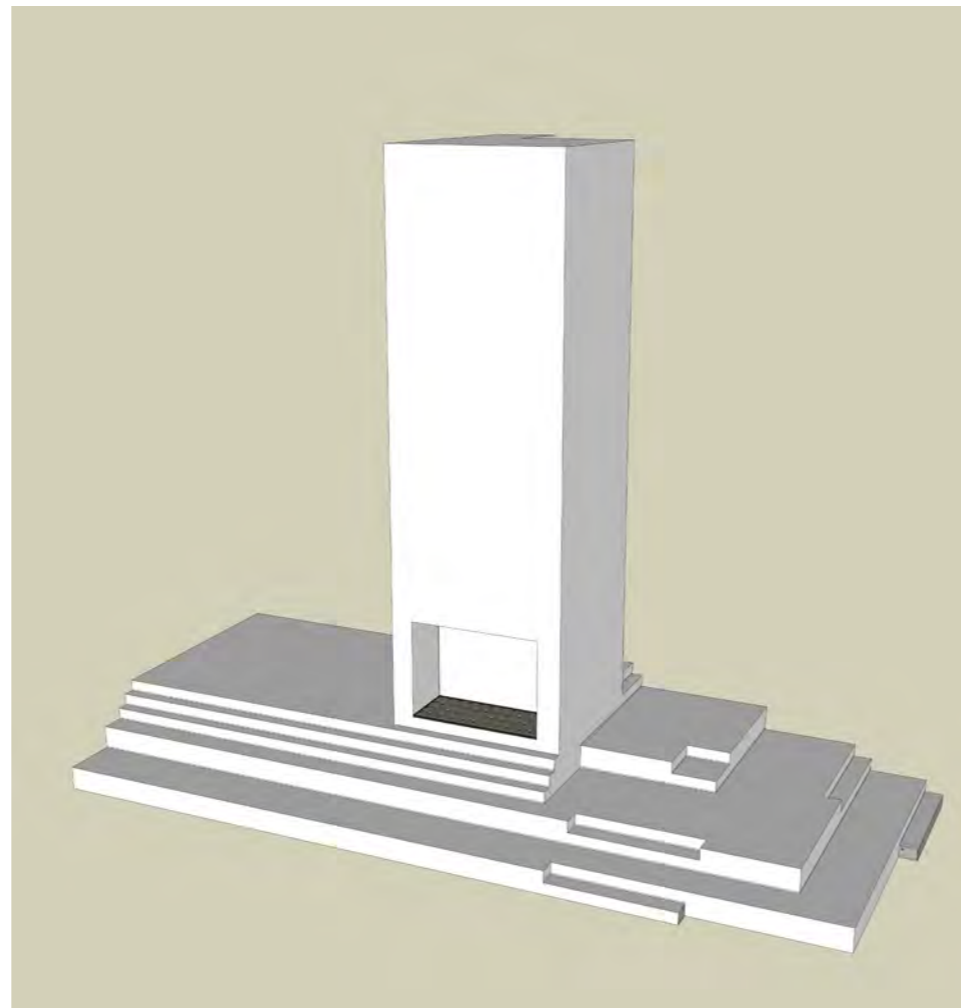
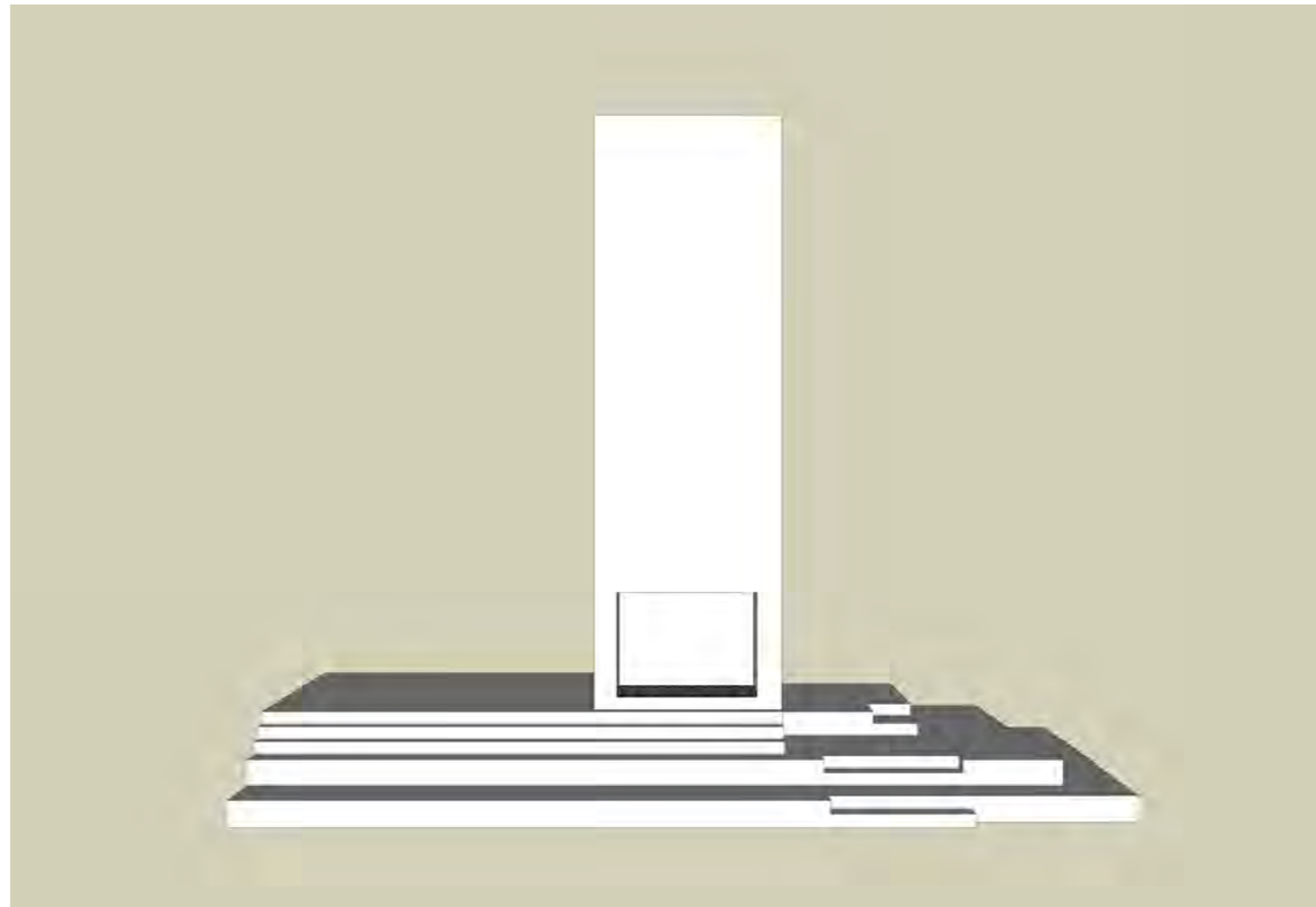


# Immersive Seating

Dystopian Cybercity



Immersive seating will be featured in the second room of the exhibition. Designed to blend in with the environment it will provide visitors with space to take in their surroundings.





Rendered final design









# Future City: Sci-Fi Utopia

A realistic definition of a Utopia is 'the highest possible living standard for as many people as possible achieved through peaceful conflict resolution, fair governance and appropriate resource allocation'.

A utopian society is one where citizens live without fear in a harmonious state, the natural world is cherished and social and moral ideals are embraced.





Arcology is the fusion of two words, architecture and ecology. It defines a model of a city that evolves just like organisms. In nature, they increase in complexity and become a more compact system. The concept of arcology suggests a city should similarly evolve, functioning as a living system.

An arcology is capable of creating solutions to the many problems of urban civilisation including population growth, pollution, energy/natural resource depletion and food scarcity. The overall target of arcology is to reorganise urban landscapes into dense, integrated, three dimensional cities in order to sustain human culture and preserve the environment.

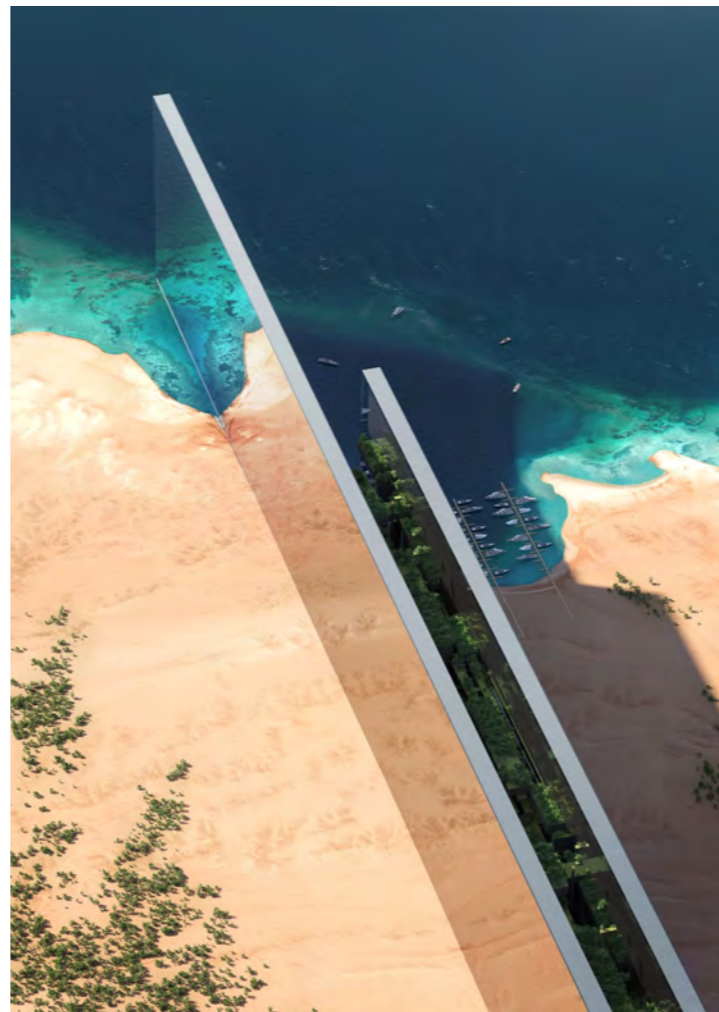
**Arcology**  
Utopian Cities







**The Line, Saudi Arabia**  
Sci-Fi City



Located in the desert Northwest of Saudi Arabia, 'The Line' is a linear city that will be built on an area of just 34 square kms, and intends to accommodate over nine million people.

With a reduced infrastructure footprint, The Line will have no roads, cars or emissions, running on 100% renewable energy with 95% of land preserved for nature. The city is built with a focus on putting humans first, in terms of health and well-being, instead of transportation and infrastructure.

The Line will prioritise 'ultra-high-speed transit' to ensure no journey takes longer than 20 minutes. Residents will also have access to all facilities within a 5-minute walk. Saudi Arabia says The Line will be completed in 2030.





Concept model

# Concept:

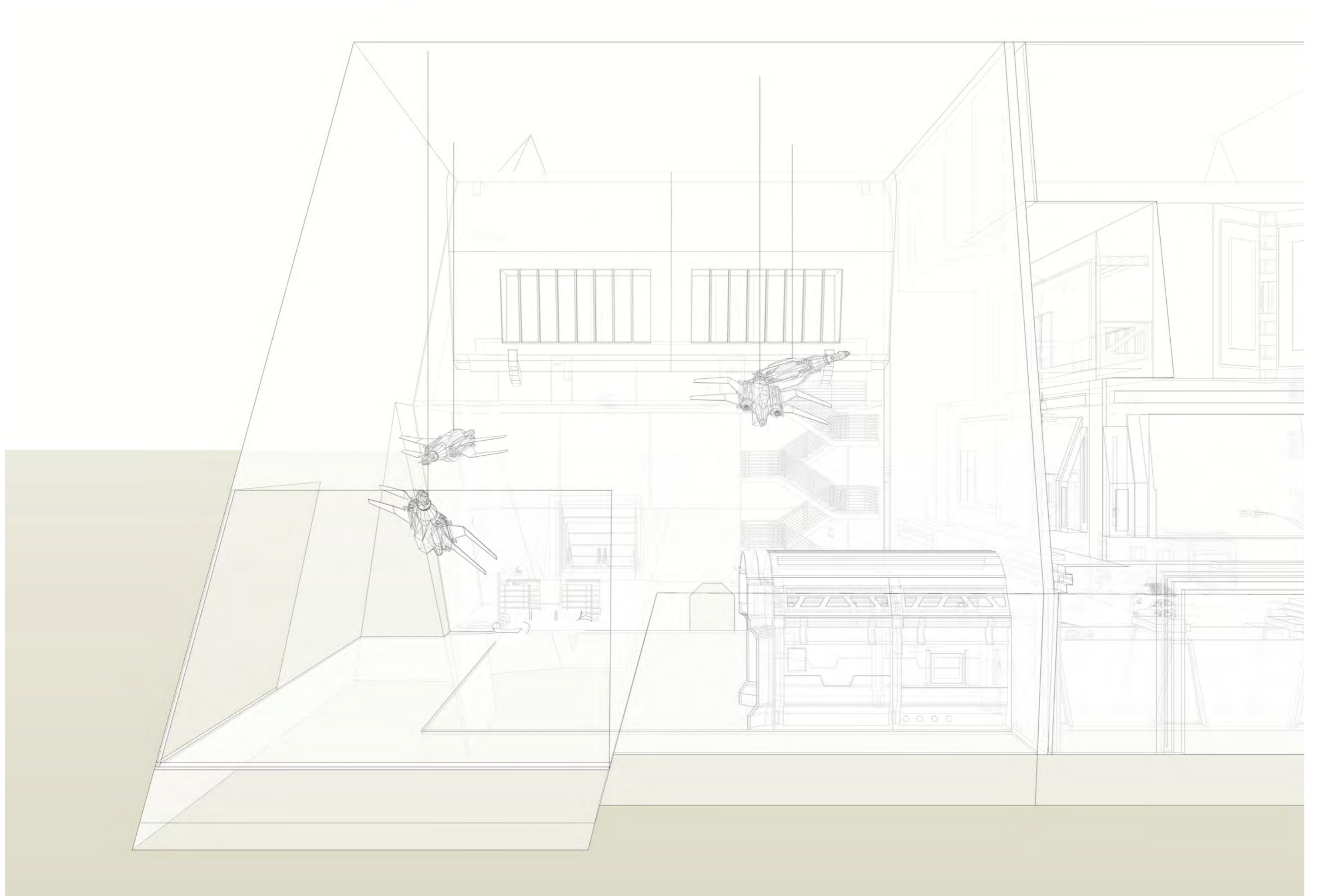
## Light vs Dark

The juxtaposition of light and dark reflects the contrasts that we see between a dystopian society and a utopian society.

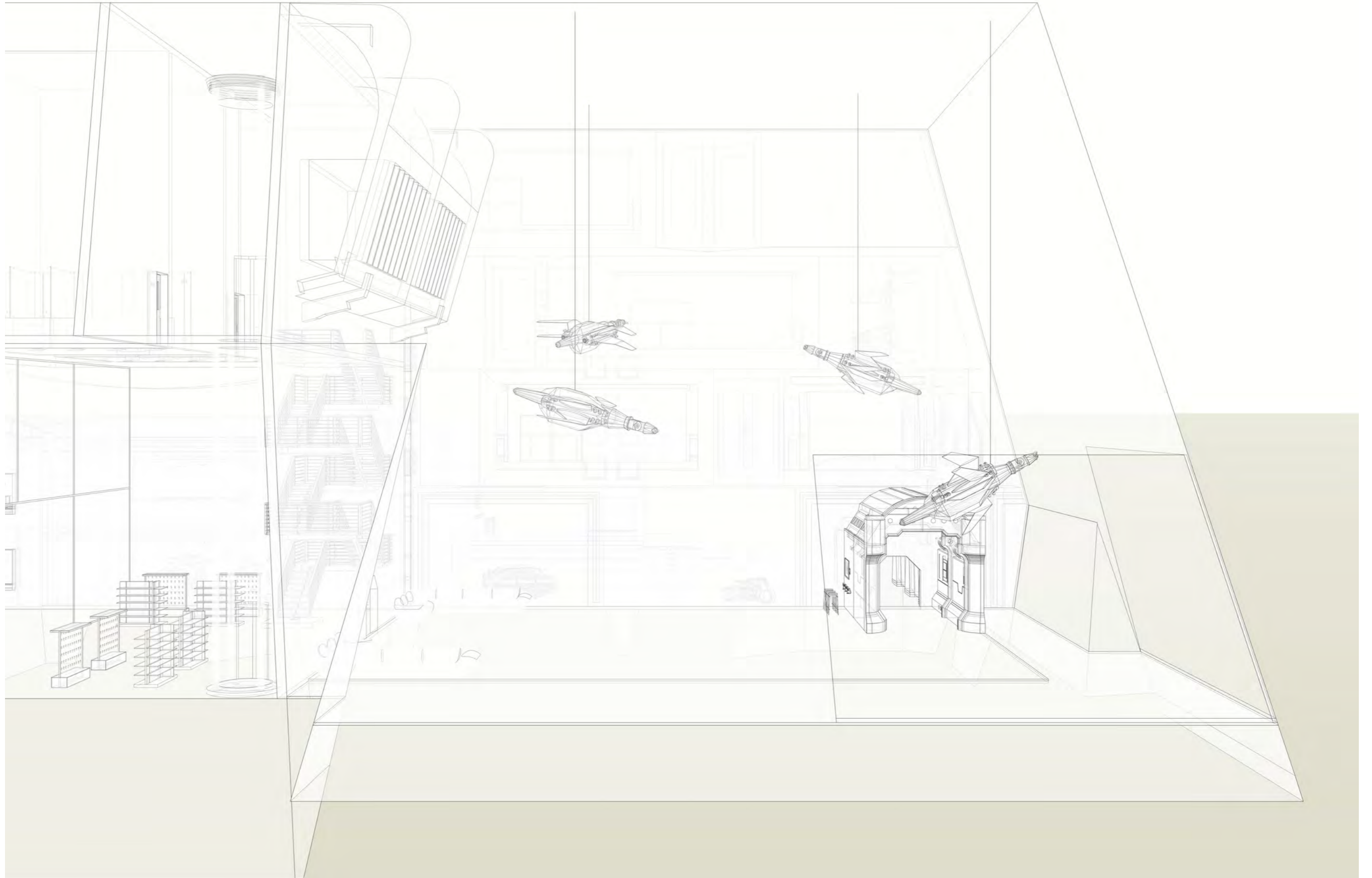
The layout of the exhibition allows for display of a stark difference between the two environments. Visitors enter the tunnel in the dark dystopia and as their eyes adjust they will enter into a bright and clean utopia.













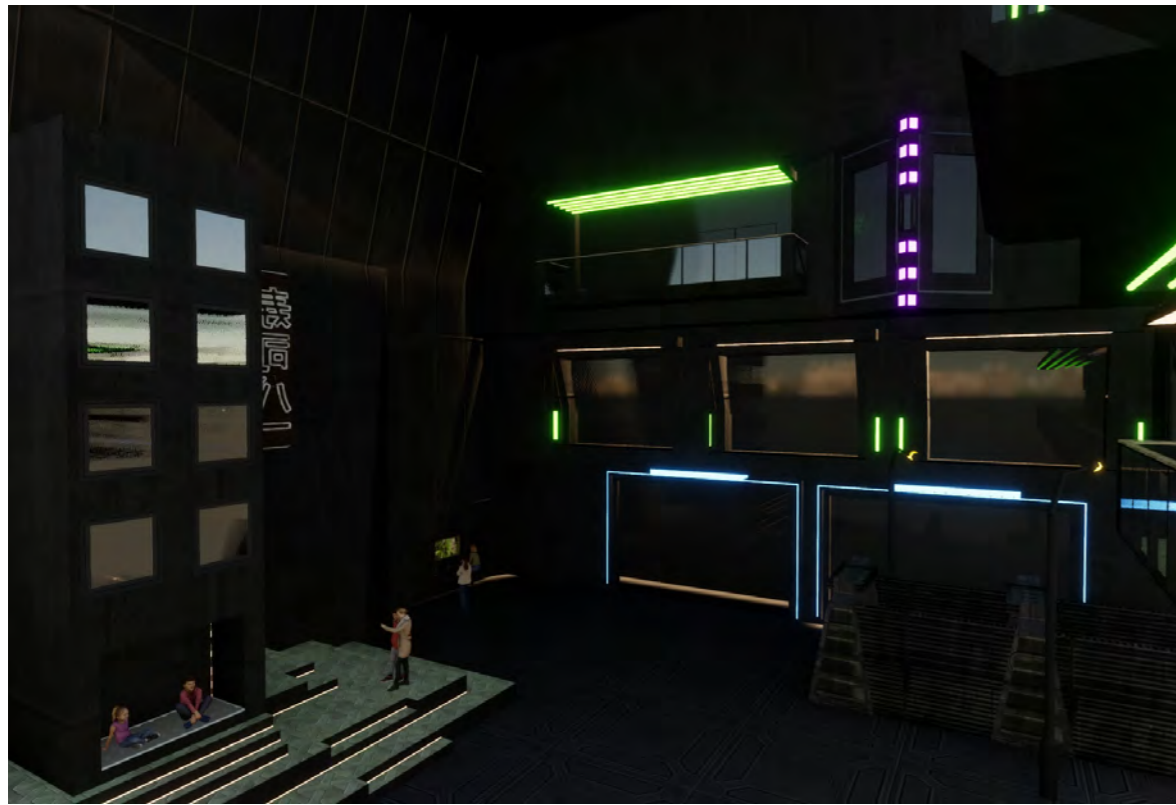






# Future City: Post Apocalypse





# Future City: Dystopian Cybercity





# Future City: Sci-Fi Utopia





