

Background settings:

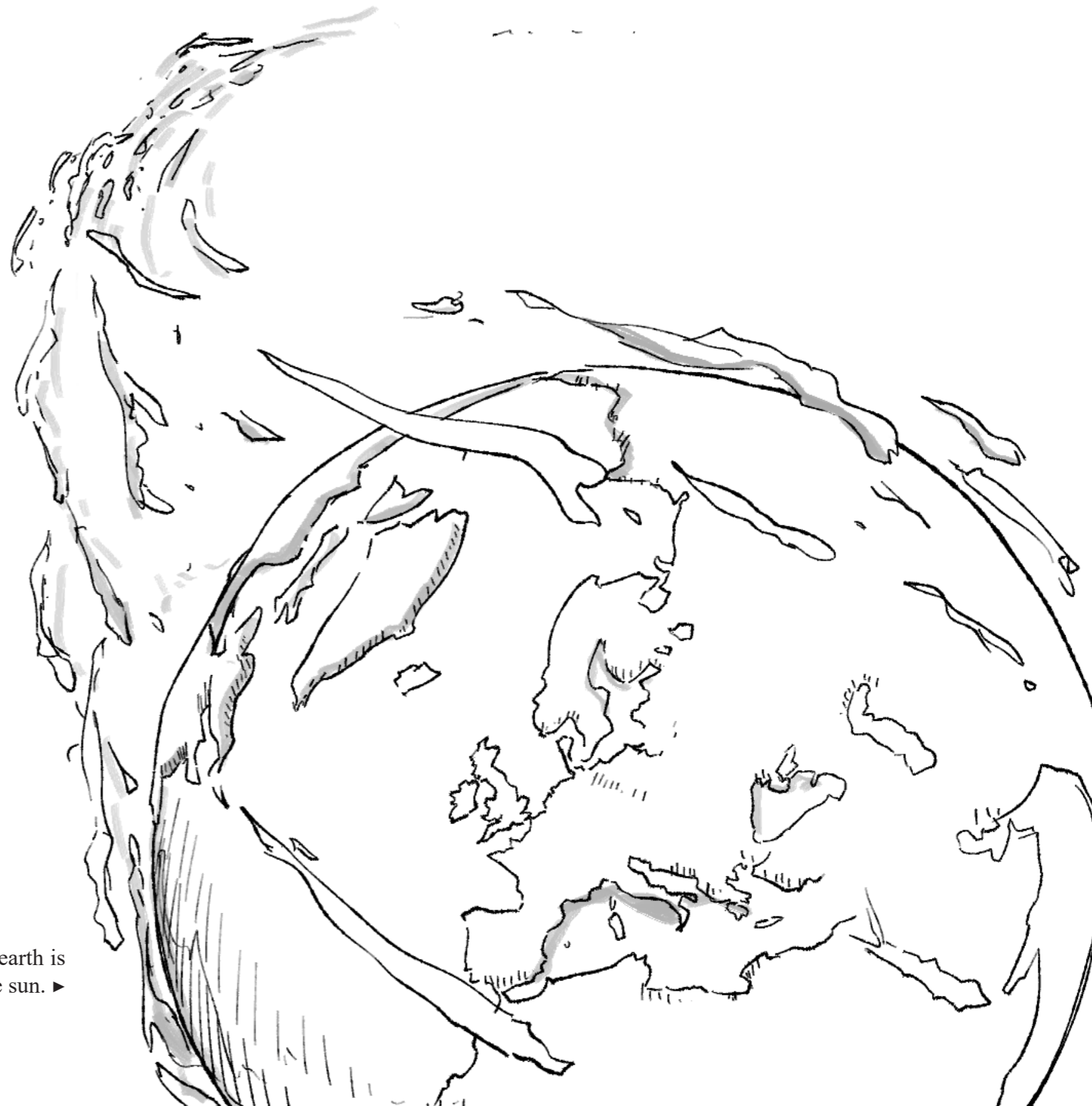
The story of this project takes place on the same earth we are now living on, but in an alternative timeline.

During the WW2, something happened to the core of our planet, causing a slight reduce on earth's gravity.

At first, humans didn't realize much of a difference. yet when they were throwing bombs on each other's head, the atomsphere was slowly escaping due to the gravity loss. And when the war's over, when humans finally started to look upon the sky, everything was too late.

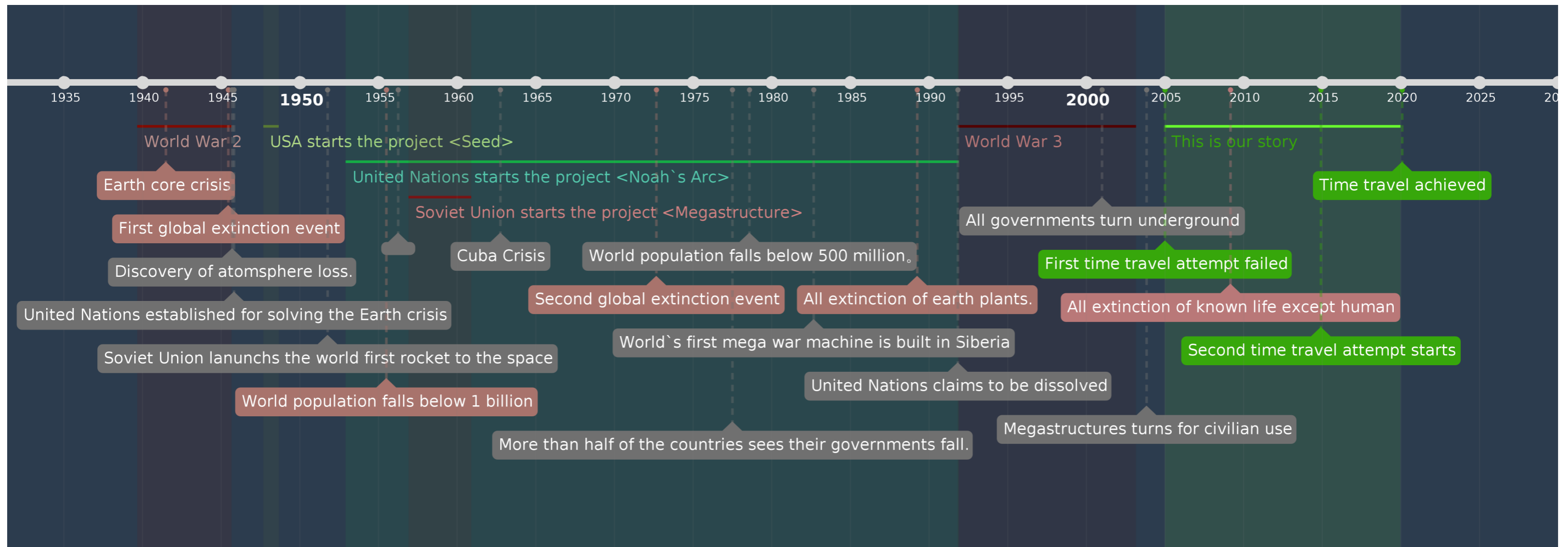
The story is based on a post-apocalypse world when almost all of the atomsphere is lost and almost everything died on earth due to the radiation from the sun. We will try to immersively dive into this world and imagine what would happen in this kind of dreadful world.

It may be hard to tell but this image shows how the earth is gradually losing her atomsphere while orbiting the sun. ►



Background settings: Timeline

This is the whole timeline of our world settings. Rest assured that we will only animate the very last part of this timeline. This timeline (and the rest of the pdf)is nothing but settings that help us form a same storyworld imagination. We do not need to animate all those things.



Background settings: Land

The atmosphere is crucial for preserving and reflecting the heat from the sun. Without it the earth can be blistering hot during the day and ice cold when the sun goes down.

When the sun comes up, the direct heat and radiation vaporate the seas and lakes, turning them into hot, dense steam of water up to the sky. leaving us only red, salty crystals and rocks. There will be no life on earth except the ones who can dig holes deep enough to escape from the heat. That is, humans.

However, even with our excellent hole digging techniques, radiation will still gradually kill us all. In our world, the most deadly and widely spreaded disease is radiation. There`s no cure to it and it will wipe out the whole human race in the next decade. There`s nothing we can do about it.

These are real salt rocks and crystals, normally we use them for fancy cookings and spa, but now they are the only thing left when the all the water is gone. ▼



This one shows how human should look like when they are outside. If you take off the helmet and those radiation defences, this guys will die in seconds.►

◄This ugly doodle shows one example of how the land looks like in our world. Dry, hot desert with salt rocks sticking out from the ground. It`s almost like Mars.



Background settings: Sky

Normally when the steam cools down it goes up to the sky and transform into clouds. Here in our world, because of the dramatic temperature change, the cloud will become frozen ice that is very, very thick and hard. It's almost like the second earth crust.

At first, the water drops in the cloud turn into ice crystals, making the cloud more like a fluffy snowball. then it melts a little bit during the day and freeze up again during the night. It does these over and over again till 70% of the earth is covered with gigantic floating icelands. Think it in this way, places where used to be oceans, comes up to the sky and become ice.



▲ This is the ice cloud in the movie Interstellar. it looks more alien and ours is more like Antartica.



▲ Sadly in real world there's only small baby ice clouds. What we are going to have is clouds big enough to dim the sun.

▼ This dreadful doodle shows how ice cloud may looks like in our world. It may looks like Antartica, but this one is floating in the sky.



Background settings: Megastructure

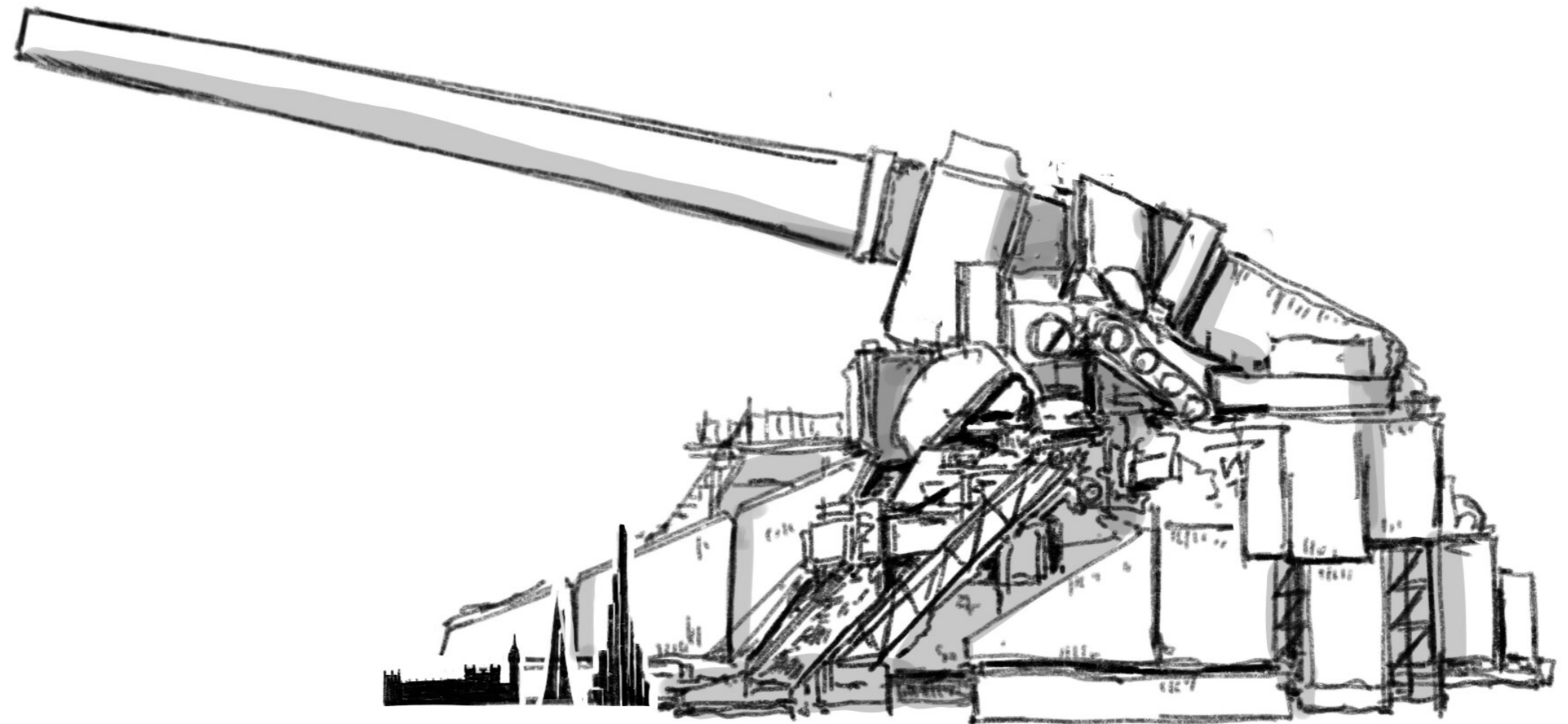
During the cold war with the U.S, CCCP started to develop a next gen war machine, which includes gigantic cannons, landkruzers, battleships, massive planes .etc. These megastructures were soon considered to be the second weapon of mass destruction after the atomic bomb, and powers began to build their own ones.

After the WW3, all forms of armies were disbanded, without the massive logistic supplies, these cannons and warcrafts were soon abandoned. When the radiation storm comes, they become the last shelters of human civilization.

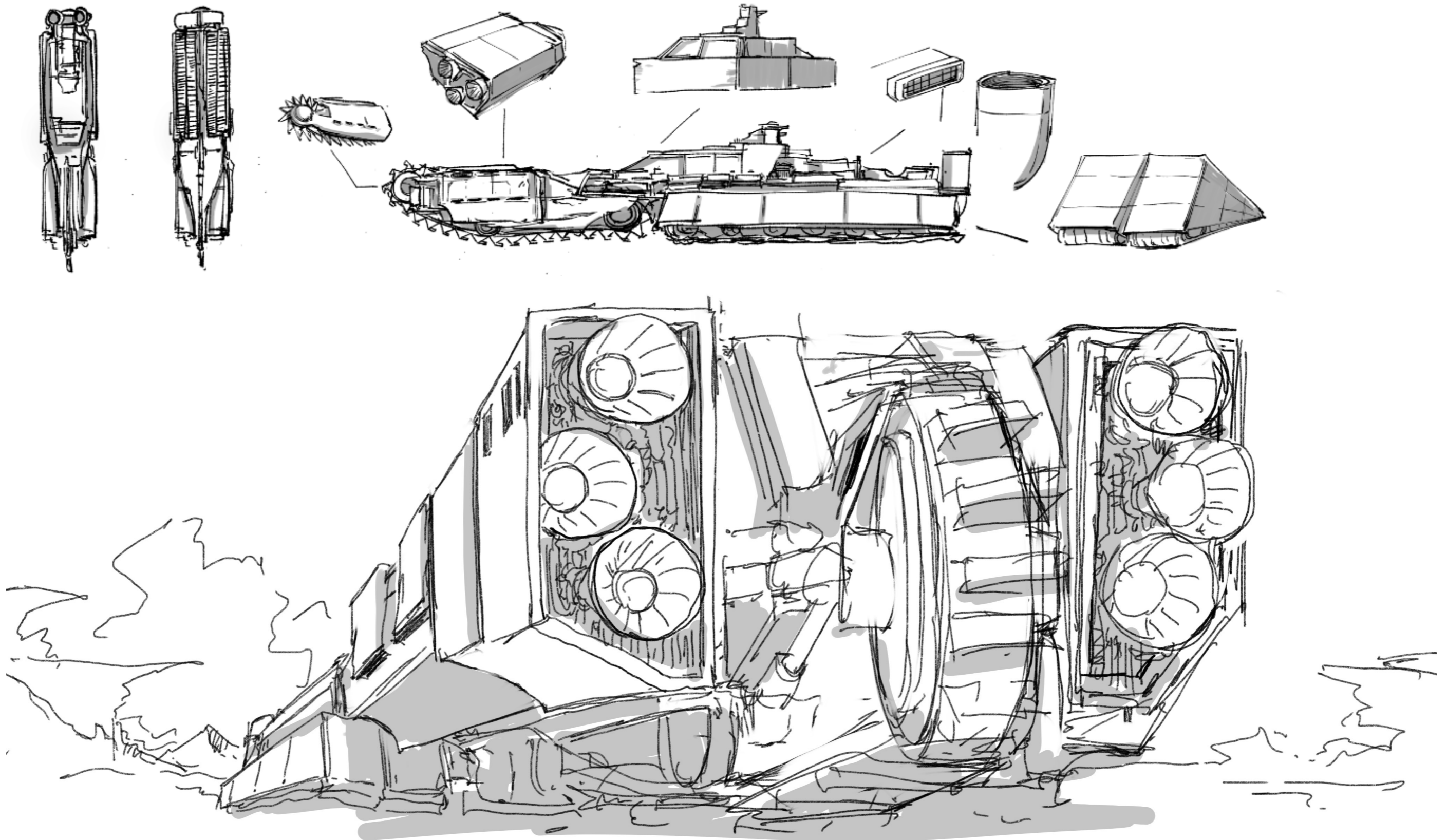
This is a Cannon megastructure built by British army at the White Cliffs of Dover.

It is half the size of London city and easily the highest man-made structure on the earth.

It has its own traffic system and resident areas, used to be military uses but now for civilians and it will be the place our story starts. ►



▼ This is a landkruzer megastructure. it is specially modified by civilians to travel on the ice cloud. It works like an icebreaker by using the gigantic moveable gear on the front to knock down ice chunks and using the rocket thrusters to vaporate the ice to steam and water. This ship will also be the main scene for our story.



Core idea.

This animation merely answers the question "Why do people become heroes?", We aim to create a character with no special powers, yet still willing to take more responsibilities. To do that, we separate the story into three bits. Each bit represents a different mental stage of our character, from "vaguely wanting to save the world" to "facing the true death and understanding the cost of being a hero." We want to create a journey of herself becoming more and more mature and brave, just like her mom.

The core idea, or the message of our animation also comes from our character's choices. to laugh at the death even in dim times, To honor the journey itself instead of the results, To become the light knowing that others will follow.

