

4.3: The Final Project – Your Story Bible

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ECW2841-O 02, DEVELOPING NEW WORLDS: ENVIRONMENT AND
HISTORICAL RESEARCH - ONLINE

Instructor Justin Brozanski

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Story Premise

In a world where art is power, and three mystical components shape society, a lone artist washes up on the shores of Nanireth, adrift and forgotten. With no memory of their past, they possess an extraordinary talent to manipulate The Pigment, Bind, and Solvent in ways never seen.

Who will stand against them, in a world where color collides, and imagination knows no bounds? How will this new power shape the world? This is *The Artist's Rebellion* where a single brushstroke becomes a symbol of freedom, and the Canvas of Creation awaits an artist's unique vision.

Historical Background

After the Amarna Revolution that led to the disappearance of the Fractals, people dispersed across all of Nanireth, the island-continent situated on the Canvas of Creation. New ways were founded, people discovered that Pigment, Solvent, and The Bind made up the world around them, and societies formed freely with this newfound realization. With new, unregulated ability to alter the Canvas, people began to paint their new lives and skilled artists quickly ascended the hierarchy as the landscape was molded in their image.

One such city was Bismolivia, a testament to human ingenuity, and time. This colorful slab of titanic bismuth with natural crooks and crannies became temples, buildings, and edifices tailored to every aspiration. It was the first settlement, one where people moved in rather quickly, and became the pulsating heart of Nanireth, and the solitary gateway guarded by the mountains that expanded from the island.

Many movements have taken place since and many more art reforms. Historical pioneers came, perished, or left via ship on the Hazy Sea, and over the next couple hundreds of years, society finally agreed to its first peace. Generations passed, culminating into an era of serenity. Tales of former struggles dissolved into the fabric of folklore and The Bind.

Artists have poured their souls into their works, repainted their societies down to the very social orders and individuals that occupy them, and a silent schism of separation has brewed. A colorful blend of familiar and artistically conjured wildlife was spread across the landscape, blurring the line between the natural and the handcrafted.

The Art Council developed its own regulations in Bismolivia, reining in the unbridled artistic fervor that disrupted the natural scales. Other city-states came into agreement, prohibiting the uncontrolled reinvention of their living realm.



Main Character

Marble, not just the very material they appear to be made from, but the name given to them upon their discovery on the Bismolvian shoreline.

A living masterpiece, carved by nature itself or perhaps more, they are an enigma on the island-continent of Nanireth. With a talent for painting, and a love for anything living, Marble navigates the Canvas of Creation with both with the desires of a child and strong devotion of an experienced artist.

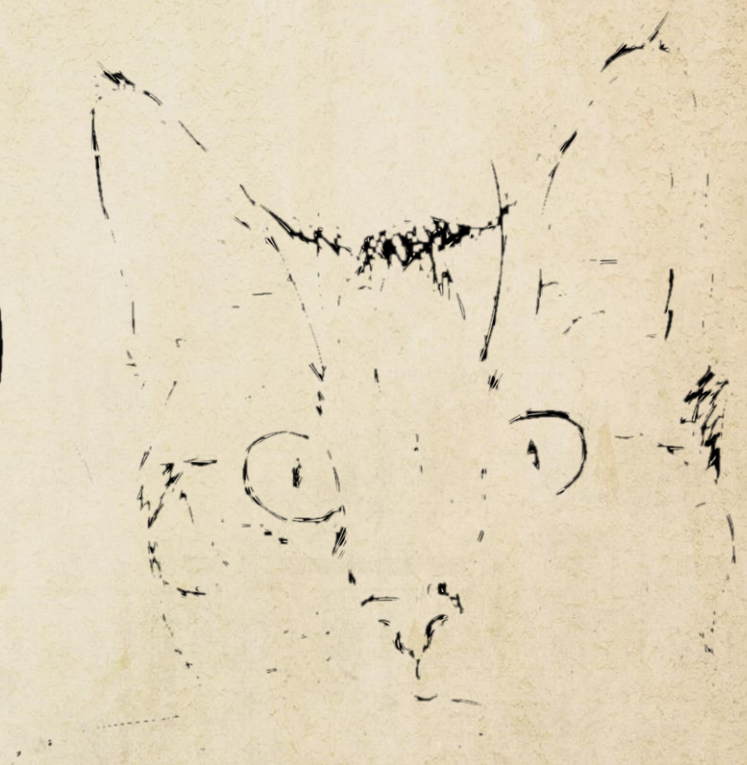
Standing at six feet, Marble's chiseled, hairless figure gives off an ethereal aura, resembling a living statue. Although there are others who look similar called "The Imari", the swirling hues of porcelain white, blue, grey, and purple sets Marble a part as a mystical being. Marble seems to lack a gender and as such, they possess a deep, harmonic voice with a Bismolvian dialect, and engage the world with a calm demeanor as they learn about emotions and what it means to be alive.

Marble's ability to manipulate the Pigment, Bind, and Solvent has both awed and garnered suspicion from the ruling Art Council. Homeless yet resourceful, Marble drifts around, painting their own home into existence. Their closest companion, Captain Calico, helps Marble understand the intricacies of Nanireth.

Marble is wanted by the envious rulers; Marble must navigate a world that outlaws their existence, seek to defend their own creative freedom, and discover their identity while confronting those that threaten to unbalance the scales of The Canvas.

Marble has many “friends” in the form of pets. Nobody knows if the birds that tend to him are natural or ones that he created. Despite having no religion, Marble always looks to the stars, wondering who is watching him, and his purpose.

Somehow, it is intrinsically known that The Sol do not create with the Pigment, but could they have made the living sculpture by chiseling the rock with Solvent on Nanireth? Then why can it manipulate The Bind and speak to those that lay between the seams of the Canvas without going mad? Could *they* reveal true purpose to Marble? Does the past lay within the cracks or is it material, painted in Pigment? Would Marble even know their own artwork if they found it somewhere? “These are all questions that keep me from rest,” Marble would say, then look at their skin and ask “do the Imari even sleep?”



Supporting Characters

Captain Pyle Calico

Captain Calico recently gained her rank during the Battle of Alloway, where she took a ship given to her by her adoptive father (against his wishes) as a joke decreed by the Art Council to defend the coast of Nanireth. Upon defeating the Populists, members of the Populist Party, who were attempting to extort ships sailing in and out of The Hazy Sea, her crew recognized her as a valiant leader, and demanded that she be permanently promoted. Saving face, the Art Council obliged.

She is often seen in her well-tailored coat that is a warm, earthy russet color covered in her accomplished metals. Representative of her political party (The Minimalists), her coat itself has a form-fitting silhouette and smooth, unembellished lines.

She accessorizes with a delicate collar featuring a small geometric charm, embodying the elegance of simplicity. The collar itself is unobtrusive and solid black.

She is often described by her crew as strict, favoring clean and uncluttered ships.

As she stepped off one of her ship, she noticed something on the shore that she thought may be an Imari. She called this individual Marble because of the unusual markings on their skin—patterns she had never seen before—not knowing their name. Following Marble's display of special abilities, Calico made the decision to go out on a mission to assist the living statue in discovering their origins and the reason they had come to Bismolivia in the first place.

Councilor Camaeux III

Councilor Camaeux is claimed to have been descended from the first and second kings of Bismolivia and one of the first rebels against the Fractals, King Camaeux I. As such, he uncannily resembles the portraits of his ancestors that hang in the Prismatic Palace above the city.

He is in an odd position in the government; he is a well-respected member of the Art Council, but his father is said to have taken his kingdom from him by giving power to the other artists. Does he hold a grudge? Does his smile hide any darker thoughts over the matter?

Despite what his fellow aristocrats whisper, he can often be seen giving charity to the populace in Nanireth. He sponsors Prody, the sport of Bismolivia, and makes sure that all of the pools have crystal clear water painted straight from the sky. Unlike the other nobles, he tends to detest the Art Arena where creations and humans face off against each other, although the reason for which was never really clearly stated.

He can often be seen dressed in purple like the kings before him, although not officially one, everyone respects his wishes to wear crowns and royal garb like the ancestors he often quotes in his speeches.

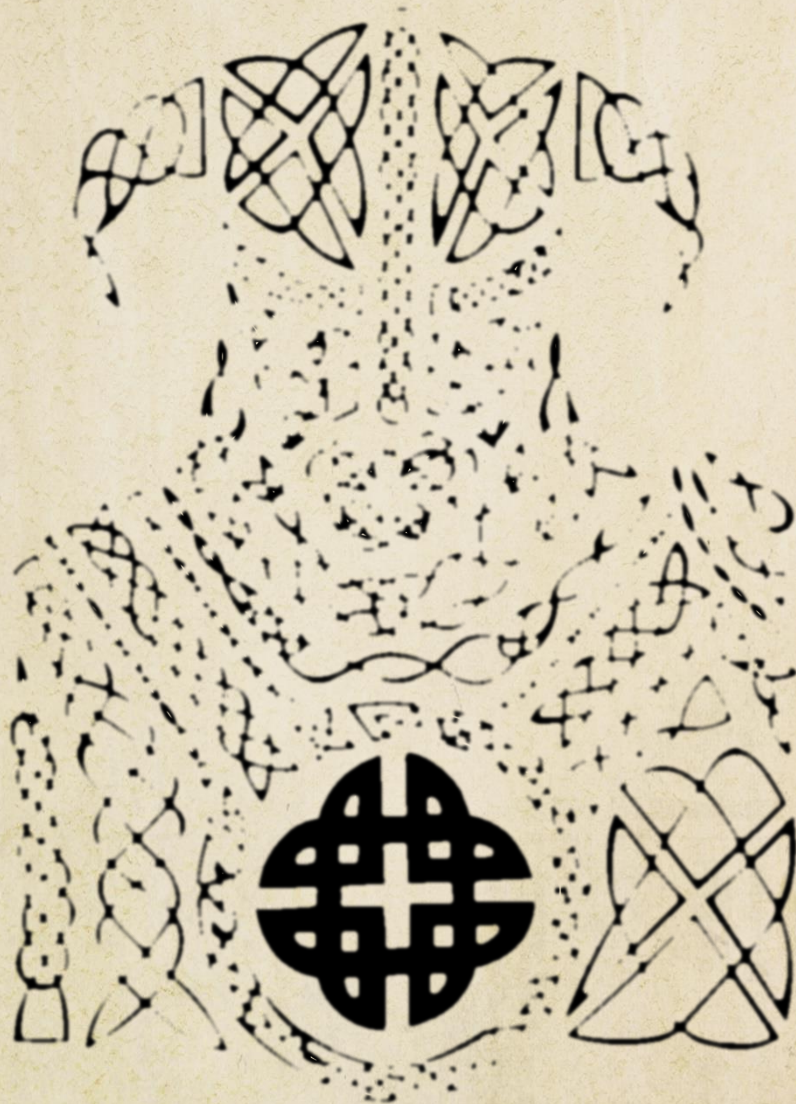
Meridarch Fluxus

Fluxus comes from Bindoria, born to a matriarchal government. He was given his title when he moved to Bismolivia as permission to govern the Serpentine

Tunnels. Not amused with the levity of being “Lord of the Sewers”, he can be seen plotting, assumingly out of his reprehensible title.

Fluxus is seen as one of the strongest politicians in Bismolivia; he first garnered his fame in the Art Arena after demonstrating his abilities with The Bind, evidence of his tattoos that cover his exterior. Where skin begins and clothes end, nobody knows, and the horns he wears are rumored to have been natural growths, rather than painted by a Pigment artist.

His imposing figure is hard to miss, and he can be seen talking to many top figures in the background. What is he planning? What’s going on behind the scenes?



Places

The Hazy Sea

“Beyond Nanireth, there has to be lands. Otherwise, where do the merchant ships come from? They aren’t just painted from The Pigment, right?” – Gaius, Calico’s childhood friend.

Connecting to other worlds on the Canvas of Creation, The Hazy Sea is theorized to be a watercolor full of many things the creator washed off of her brush. Many oddities arrive from it and the farthest most Nanirethians go is to “The Edge of The Canvas,” or the large wall of fog that surrounds the island in the distance, rain or shine.

The merchants that come through bring goods from other worlds and some may not even speak the language of Nanireth; those that do say that they long for home every time they traverse The Hazy Sea.

Those native to The Canvas never really find reason to leave; after all, why would they go beyond “The Edge” when they can paint everything they could ever need?

Bismolivia

Home to different colored districts, it is considered the first settlement of Nanireth. In mythology, it housed the Fractals, conquerors who brought builders to

fabricate their crystalline works. A couple hundred years after fabricated myth, it is the central trading hub as the only way on and off of Nanireth.

“Prodgy” was invented here, a sport that utilizes bladders (animal or painted) to fire neutral-buoyant prongs into baskets under water. Players with reeds attempt to score past the bludgeoners while passing each other “prodgies” to fire; bladders can only consume air above meniscus, bringing shooters above the surface and leaving their baskets open.

It is also home to the Art Arena, the more violent of the sports, where creations fight creations, and people can challenge puzzles or painted minions.

Each place in Bismolivia is color coded; Blue District houses the port and docks, Red is the housing, Purple is where the athletes and higher end traders live, Green is the Serpentine Tunnels that lead to the gate and underground, and Gold is where the elite reside along with the path that splits down the center of the city. Magenta is rumored to be a higher echelon, some arguing whether it even exists above Purple.

Outside of Bismolivia is ocean on one side, mountains North and South, and grassland which connects to the gate. Due to the height and position of the city, very few stand against Bismolivia from the mainland.

The Silver Road

Named for its iridescent color, it is the river which connects the entirety of Nanireth through the mountain range. Massive water shafts connect to the mainland

via wooden devices, and river boats can be lifted by the Extils onto the mountain tops for transport.

Not only is it the one trade route that links all locations; it is seen as the safest path do to the strict Extil ethics and Palette Knight patrols. Some say that the reason why artists don't simply erase the mountainside is the hegemony the Extils hold, although they seem to be peaceful on the surface.

At night, the water reflects the entirety of The Sol, the stars above the Extils claim hold back The Bind from consuming all Pigment on The Canvas. It is said that the entirety of Nanireth could be spotted under the right conditions.



The Canvas of Creation

The Extils tell of the creation of The Canvas, a creator they theorize to be a woman named Nanira of Nanireth. Supposedly, she came from beyond The Hazy Sea and painted the mountains, trees, and grasslands following the Rossian Philosophy, before settling in and changing her nationality. All would be descended from her according to them.

Others believe that The Fractals simply discovered Nanireth and named it, that Nanira is a myth on par with them. The few that believe say that the Fractals forced Nanirethians they brought to paint the landscapes to their likings, until the insurrection, the Amarna Revolution, which banished them.

The Canvas was created using three elements of its Paint: The Pigment, The Solvent, and The Bind. For the longest time, artists that attempted to combine all three on a large scale were often victims of pentimento, losing limbs or even themselves to The Canvas.

In a basic understanding, Pigment is the essence of life that gives it color. Those who specialize in it can often change what people perceive, bring new life to objects, and the truly skilled may even conjure new things from converting the surroundings with a specialized brush.

Solvent painters dissolve. Not long after its discovery was Solvent used to dissolve things into shapes, effectively creating in reverse to Pigment, although it can be easily blotted out by the latter.

Bindings are what those use who stitch the very fabric of the Canvas itself. It binds all things, all knowledge, and is said to hold Creation together by its hunger. Solvent burns The Bind away, which grows from binding The Pigment.

Together, all three of these elements make up The Canvas of Creation. The masters of their art may delve into a second element (using Pigment to stifle Solvent, controlling Bind through dissolving, or drawing Pigment to one's Bindings), but in myth, it is said that some could learn the reverse by coaxing Bind with Pigment, letting one's tattoos dissolve from the Solvent, or by letting the Pigment flood the Solvent one paints with. Rumors are dangerous and many authors who have tried have become pictures some dare not observe.



Story Synopsis

On the shores of Nanireth, Captain Calico returns from her patrol off the coast to wipe out any remaining Publicists that may reside in the Gossomers' Coves when she sees a sculpture laying in the sand.

After rushing over, it's discovered that this statue is alive, and she questions it to discover that it doesn't have a name. Upon examining the new person, her own ship, The Painted Swan, is startled and begins to sail on its own towards them. She tries to drag the sculpture to safety, who stands up and with its own fingers, paints a massive wave to turn the ship abroad, something unheard of to Calico. Her crew manage to subdue it and chastise it, before she turns to see the person who saved her walk up on the water laughing and petting the mast that lowers its swan head. A quick conversation leads her to call the statue "Marble" for its colorful exterior and personality. She also notices someone covered in tattoos leave the docks but disappear amongst the merchants.

Calico takes Marble into Bismolivia to see where he may have come from; the word Imari is introduced to her by a local merchant and it's advised that they go to the Art Council. Meanwhile, Marble paints over a merchant's stand with his bare hands, which causes confusion, and she ends up dragging the statue to gold district.

Calico seeks out a Councilor of the Art Council, asking guards and others, until one person- Councilor Camaeux III spots her and notices Marble. "Maybe, he can control his abilities better with a brush," he says, and offers his own for the

sculpture to use. After bequeathing the brush, Calico requests an audience with the council in the Artisan's Assembly, and Camaeux informs the duo of The Inked Shadow, an elusive and cunning villain amassing allies behind the scenes. Believing himself destined to rule over Nanireth's creative forces, The Ink Shadow employs dark arts and subversive tactics to sow discord among the artists.

Marble, upon hearing this, runs away. Calico, dumbfounded, chases him but loses him quickly due to his physique.

Marble then eventually runs into a large, tattooed man, and is attacked; with his brush, Marble quickly paints a scratch-resistant building of Solvent, in front of everyone. The man's tattoos burn when they reach out for it, and he retreats; people gather and begin to shout and argue at Marble over this large construct that is in the way, guards attempt to arrest the statue, who panics. Marble then paints a Pigmented boulder out of fear and sends it down the golden steps towards them, causing even more of a panic.

Right as Calico arrives, Marble flees again. She is called before the Artisan's Assembly after things go awry.

Calico gets her wish at first; everyone meets to hear what she has to say. All of the higher ups decide that this enigmatic sculpture now needs to be captured for violating the law, being a danger to society, and order Calico to lead the search since she has experience with Marble, but she refuses. Camaeux keeps her from being jailed and in response, Meridarch Fluxus steps up and says he will lead the search for Marble within the city. Being known to always want to prove himself, the Art Council

agrees. Calico storms out, enraged at herself for not leading the search, and at the Council for seeing this amnesiac as a fugitive.

Marble, meanwhile, has explored more of his abilities; he's built nests for birds, met and played with athletes practicing Prodigy, and has even communed with the stars at night.

Calico hears from her childhood friend that he played with some new Imari who was pretty good, and she goes "wait, Imari?" and realizes that he was talking about Marble when he describes the skin patterns, leading to both going after him.

Marble relaxes on the beach where he was found, looking out to the ocean and painting a bladder to play Prodigy with, when it hears the sounds of people running. The sculpture goes to see who it is and is ambushed immediately by Fluxus' guards. They, as Palette Knights, are immune to the elements and quickly subdue Marble. Calico arrives too late and Fluxus takes it into custody.

The Artisan's Assembly convenes when everyone wakes up. Calico, after drinking with her friend and staying up all night, attends to describe how peaceful Marble is and that everything was a misunderstanding. Fluxus, describing how Marble could paint with all of the elements, demands that Marble be executed since an amnesiac is too dangerous to be kept around with that kind of power. Everyone agrees except for Camaeux, who asks "Why not use this opportunity to learn? If it's as peaceful as you truly say it is, let it prove it." The council agrees and takes Marble to the Art Arena.

In front of everyone, the council assembles to watch as Marble is challenged by a beast; an Anshipant that was forced into the arena, restrained and antagonized.

The crowd cheers as the Anshipant destroys its restraints, uses its trunk to fling Pigment up into shapes, and charges towards Marble; the swirls in Marble's skin swim in black for a moment, before the statue changes its mind and emits a glow.

Among the people, Calico spots who she thinks is The Inked Shadow, and is torn between chasing him or watching her friend. She chooses to pursue him.

The Anshipant stops in front of Marble when it paints a giant leaf to feed the creature. It takes it as a gesture, but instead of eating, the creature changes the leaf into a rock and hands it back to Marble. The two begin painting the object into different things and passing it on to each other, before Fluxus gets angry and throws a palette blade into the Anshipant. The duo turns and Calico stops to see the arena absolutely destroyed from the duo teaming up. The councilors flee, people run, and Calico attempts to calm Marble down.

The Anshipant chases everyone away, Marble cries to Calico and her athletic friend, not understanding why everyone was doing this, and Calico reassures the statue. The Anshipant goes down Gold District rampaging.

Calico asks if Marble can help subdue it again, to which Marble agrees to reason with the creature, and they speed off to stop it.

The two chase it down; Palette Knights stand valiantly, deflecting the throws of paint the Anshipant lobs around, Fluxus scribbles something into the steps down

below. The knights attempt to stop Calico, who claims she has an idea, and Marble paints its own set of stairs and runs over the guards, letting the stairs dissolve behind.

Calico makes it through, and Marble makes it to the Anshipant to talk; only, it reaches the trap that Fluxus had sprung, and becomes trapped in The Bind beneath. Calico goes to confront Fluxus while Marble attempts to disarm the inkwell beneath, but she is restrained. She turns to order the knights off, but they're not knights; it's The Inked Shadow. She glances upon the emblazoned steps and sees it connected to Fluxus' feet. The tattoos she and Marble saw in the past, they realize that Fluxus had painted his shadow to do his bidding all along.

With his secret discovered, and nobody else nearby to realize it, and his loyal knights keeping the roads blocked off in the distance, Fluxus chooses to reveal himself properly. He explained that he thought would be consuming Marble to add its memories to The Bind so that Fluxus could access them. The Anshipant, be powerful and wise supposedly for a beast, would be the first to boost his power; he consumes it and allows his Bindings to feed on the Anshipant and gain power from its essence.

Calico, restrained, screams, and Marble, enraged at the loss of life, dissolves the shadow away with a spear of Solvent protruding from the brush.

Screaming in anger, Fluxus turns and puppets a shadow beast from the Anshipant, and attempts to consume the duo. Marble and Calico both team up to fight, no longer torn between her duty and friend, but asks Marble to protect the city. Gaius fires Prodigies from a distance to attempt to distract the shadow beast, which terrifies Calico, and Marble paints destroyed buildings back into existence.

The fight ensues, Calico retrieves a palette sword from one of the knights as they begin to flee and attempts to catch the stray inklings that spawn from the shadow beast to drag people into The Bind.

Marble, once seeing Calico caught, thinks about the nature of The Bind and paints a massive light of Pigment to draw the beast away. It goes for the bait, in which Marble paints the sky black. The beast laughs until The Sol, the stars, come out early and pierce the beast until it is dissolved entirely by the Solvent they cast. Fluxus crawls from the ink until he melts away, presumably into The Bind, and a new Artisan's Assembly is called.

Camaeux says that he does not care for what happened, Calico stands beside Marble after she is happy that he's okay, and amidst the rising turmoil, Camaeux orders Marble to rise and depose the councilors, plunging Nanireth into a maelstrom of intrigue and uncertainty all over again. When Calico asks why, Camaeux reveals that he was tired of the new government he had created, and reveals that the III at the name of his name isn't being named after anyone, but stands for the century he lives in.

He explains to a shocked Calico that Fluxus likely seeped into the Sepentine Tunnels and escaped back to Bindoria, and that Marble was in fact Camaeux' own creation without memories until he painted them when Marble was in custody. He promotes Calico to Admiral, like her adoptive father was, and explains that he has

new tasks for her to quell the uprising Fluxus would bring, and to keep Nanireth united for the return of the Fractals.



Scene

The sky swirled in differing colors. The Anshipant, wielding the very Pigment itself, surged forward; thunder echoed at its feet. Its colossal trunk held a swirling vortex of crimson, sapphire, and emerald, unleashing all three in a deluge of color around Marble.

The statue raised its hands; the stripes on its skin swirled into a black pool, which reached out in a dance of ink and restraint. They formed markings which consumed the ferocious onslaught of color and held steadfast against the tempest of vibrant lights that threatened to engulf the arena.

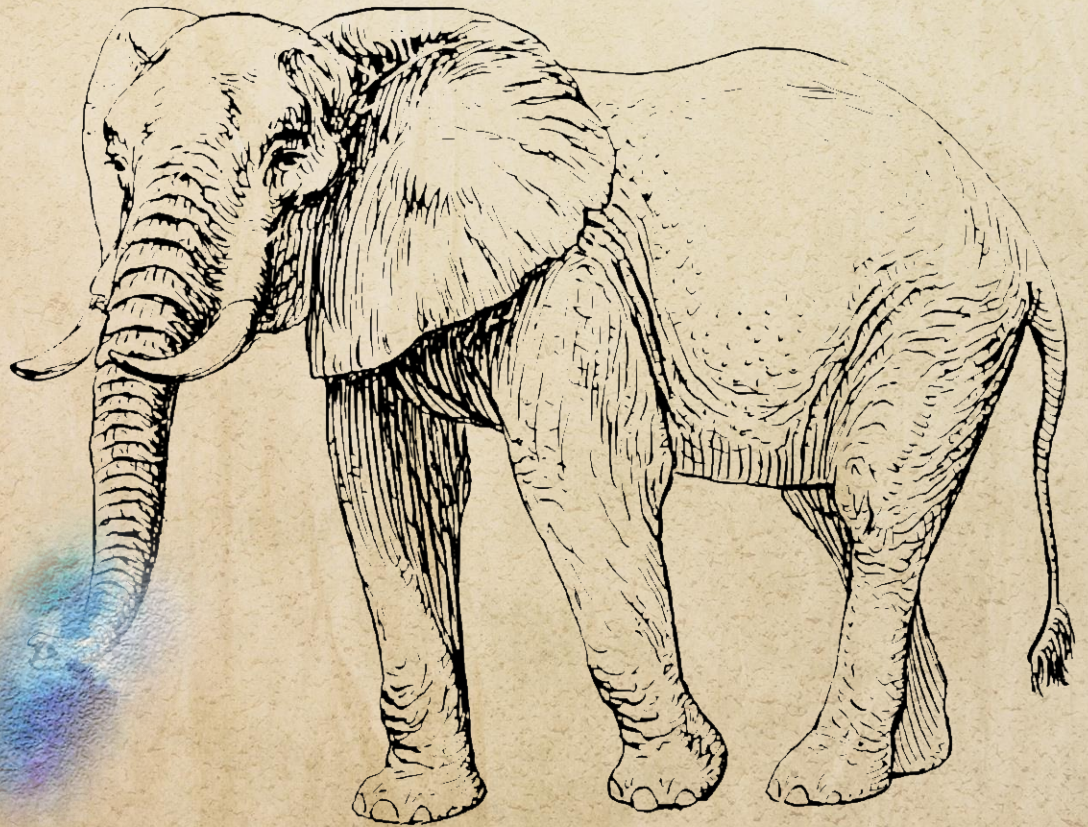
Yet, as the clash of giants reached its peak, a shift began to permeate; with an aura of calm, Marble reached out his hand, a silent gesture of order and tranquility against chaos and madness.

The beast lowered its trunk to his fingers, the Pigment which covered it shifting from angry hues to gentle pastels, calming the fiery storm into soothing colors. Enthralled by Marble's tranquil presence, the chromatic behemoth lowered its majestic trunk, the fervor of its natural brush giving way to serenity.

In this fleeting moment, the audience saw first-hand the interplay between free artistic expression and the elegance of boundless creativity.

Calico was awestruck at the display, but out of the corner of her eye, a shadow moved. Her eyes formed slits when she noticed who it was; that cloak, those tattoos,

there was no mistaking it; it had to be the Inked Shadow. But the set on his arm,
depicting a running spider... where had she seen those tattoos before?



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Other notes for when I check back on this assignment in the future:

Check the adverbs/adjectives when I need to cut words. We want direct verbs.

Synopsis and Premise will be useful in marketing novels (Story Builder Bibles are still good to have regardless).