

The link between punk and conceptual art

Draft Introduction

Fantasy worlds are fictional realities that create unique, fantastic, supernatural or science fictional worlds that are presented through imagination and creativity in order to provoke reverie and exploration in the viewer. It can be argued that fantasy worlds have often been the product of the people who have created them in the past, combined with their own environment and their own experiences and fantasies, and that these imagined worlds have become an integral part of fiction, film and games, and are also known as concept art.

Punk is an anti-mainstream and anti-establishment subcultural movement that originated in Great Britain in the 1970s. Punk culture emphasised individual independence, free thinking and questioning of social norms. It represented a rebellion against the status quo, a quest for individual expression and a rejection of authoritarian rule, and was highly sought after. It has also influenced many games and film and television productions, with a number of works being categorised as steampunk, cyberpunk and atomic punk.

Punk culture encourages independent thinking, the pursuit of truth, and the rejection of blind obedience. It emphasises rebellion against social injustice, criticism of authority and challenges to conventional thinking, which helps to foster personal independence and autonomy. On the other hand, some people may interpret punk

culture as a form of anti-social behaviour that leads to non-compliance with laws, morals or social norms. Such attitudes can lead to social instability and disharmony.

So I'd like to study and suggest certain tactics in literature, cinema and games, using games as a backdrop for various punk-style artworks set in concept art settings.

Key Words

Punk, Concept art, video game,

Problem Statement

Punk culture has been infused into game conceptual design in a variety of ways, giving the spectator various visual experiences. But the reasons I chose this subject for my research were how to confront the detrimental effects of punk culture on society and how to keep the rebellious spirit and non-mainstream philosophy of punk as games grow more and more commercialised. I found some problems that need solutions as follows:

1. How to accurately convey the rebellious spirit of punk in the worlds created under conceptual design
2. How to protect the public from the provocative and conflicting nature of punk culture in conceptual art design
3. How to integrate and create punk culture with more conceptual art

Draft Literature review

1. Gareth Dylan Smith, Mike Dines and Tom Parkinson speak of punk's diverse and sometimes polarising tendencies towards more extreme, radical positions; punk was perhaps primarily about individual and group liberation punk was seen as diverse, chaotic, inclusive and, most importantly, critical.
2. According to Brian Attebery, conceptual art offers the viewer a rich, exciting fictional world that often presents scenes that we cannot see in the real world. These visual, auditory, olfactory and even tactile stimuli can provide an intense sensory experience.
3. Sabin.R said the emergence of punk culture challenged society's traditional understanding of authority, rules and identity. It encouraged people to oppose authority, question mainstream values, assert individuality and seek freedom. These ideas are reflected in many social movements and youth culture.

Research Design Methods

The main methodology of this study is a literature review and case study to analyse the influence and integration of punk culture on world building in conceptual design. Firstly, a review of punk culture and related academic research is conducted, followed by an analysis and study of the conceptual settings of games with a punk culture, with a focus on Cyberpunk 2077, Atomic Heart and NieR:Automata.

Title and general outline of each chapter

1. The influence of punk culture on the different worldviews set in the game

Many punk games delve into themes of power, rebellion, social inequality and the ethics of technology that are central to punk culture. Achieved through specific visual styles, social themes and game mechanics, these elements reflect the rebellious spirit of punk culture, the questioning of authority, and the quest for freedom and independence. For example, a highly digital and networked future world depicts the future world. At the same time, the collapse of social order and the moral chaos are not short. Punk style; diesel punk for diesel engines, steam engines, or similar mechanical drivers as the main technological development methods, strong resistance and liberal values, and the spirit of DIY Do-IT-YOURSELF. Encourage players to solve the problem creatively, rather than relying on the hard core punk style that rely on the existing game rules.

2. The impact of punk culture on consumers

Punk's rebellious and anti-establishment characteristics, in my opinion, tie in nicely with some gamers' counter-cultural and individualistic interests. Punk influences can be used into games to appeal to an audience and satisfy their interests. Second, the aesthetics of punk, such as its different clothing, unique hairstyles, and striking images, can have an impact on and appeal to game designers visually. Punk's rough and outlandish characteristics may produce a deep and visually appealing game experience, especially in genres like action, role-playing, and post-apocalyptic

environments. Concept artists are also able to combine this element in the creation of the game's world view and scenario in a more free and creative way.

3. The negative problems that punk culture may occur in the game

Although punk culture provides players with a unique experience and perspective in the game, it may also bring some negative problems. For example, punk's rebellious spirit may be misunderstood as acceptance of violence. The gloomy and pessimistic world view may affect the player's Emotional and worldview, punk games that emphasize the negative impact of technology in the punk game that may affect the player's views on technology. Even some punk games may accidentally strengthen the stereotypes of gender and race. These issues require game developers and concept artists to produce concept settings.

A draft chapter

Punk culture is mostly reflected in the game through particular visual aesthetics, social themes, and gameplay mechanics. These components express the punk movement's ethos of disobedience, questioning authority, and striving for independence.

"Cyberpunk 2077" is a role -playing game developed by CD Project Red. It is one of the masterpieces of the Pai Bubern genre. The game is full of punk elements. 2077 depicts a world full of advanced technology. People can change their bodies by implanting, but this world is full of poverty and crimes. This is an important feature of punk culture. It challenges the optimism of scientific and technological progress to

bring a better life. The protagonist V of the game is a low -level mercenary. He/she opposes the power structure of corruption and pursues personal freedom and self-expression. This rebellious spirit and individualism are the core of punk culture. In terms of artistic style, the visual art style of "Cyberpunk 2077" is full of punk elements, such as exaggerated neon lights, messy streets and high -tech equipment. This style reflects the rebellion of punk culture and a unique understanding of beauty.

"CyberPunk 2077" fully reflects the characteristics of punk culture through its settings, stories and visual art styles. It reveals the dual nature of science and technology and power, challenges the status quo of society, and emphasizes individual autonomy and rebellion. With its punk-inspired visual art and themes, this game offers a rich, in-depth experience that allows players to both enjoy the game and gain a deeper understanding and reflection on punk culture.

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