

CONCEPT ART

Washington

Tacoma

2025 - 2026

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WRITTEN BRIEF

This year, the concept art theme was focused upon designing a far-futuristic device that would be used by a villain in a potential movie; specifically, something that could be able to capture and read the minds of their unfortunate victims.

Considering this, I decided to approach this challenge with a cyberpunk-themed aesthetic in mind, using metal material and neon colors as a pop, and wiring to create a technological-heavy effect. The final concept is a helmet-glove duo, working in tandem as a singular device. Both elements are necessary for the machine to operate, but it can be quite powerful when put to use. The helmet's working title is the Neuromind, while the glove is called the Neuroclaw. Together, they work as an individual device called the Neuroscire, which relates to "nerves" and "to know" in Latin.

When the villain is wearing both pieces of equipment, they can read the minds of their victims. Simply by grasping at any bare skin using the Neuroclaw, the device will connect to the victim's nerves using the padded glove, which sends signals to the helmet. Utilizing advanced artificial intelligence, the Neuromind sorts through these signals and translates them into visual concepts, which is presented to the villain's eyes through a screen in the helmet. The Neuromind has headphones to simulate estimated sounds that would suit the finalized translated thoughts, as well as an inner voice, based off the victim. Although the images and sounds may not be perfectly clear or accurate to the victim's thoughts, it is the most accurate technology to the universe's current date.

The Neuroscire works more effectively with frantic victims, hence the creepy design. A racing, panicked mind leaves it unguarded, allowing the AI to grasp information easier. On the contrary, someone who is calm makes it slower and more difficult for the Neuroscire to read a victim's mind. Knowing this, the villain may choose to dispense a special kind of toxin from the mouthpiece of the Neuromind. This gas is inhaled by the victim, which can quickly send the mind into a spiral of nonsense, proving their nerves vulnerable to the Neuroclaw.

Additionally, the villain can connect the Neuromind to an external database, where they can save information gathered for later. Finally, the mouthpiece of the Neuromind glows whenever the villain speaks, for aesthetic effect.

Naturally, I leaned into a specific vibe for the villain when I was designing this device. I figured such a villain could look sort of uncanny, and because of this mindset, some of the concepts may seem eerie. A potential personality of the villain became clearer to me through various versions of the Neurominds; something horrifying, intimidating, and almost sickening. With unnerving eyes, cold material, and its method of use being the grabbing of another with a foreign device, the Neuroscire should be avoided by anyone too queasy to handle being invaded—both in their personal space, and within their own mind.

Overall, I want the device to be seen as something that should be destroyed. It would be used by someone with less than good intentions, and I hope that this aspect is reflected through the aesthetic of the Neuroscire. Ultimately, it is a mind-reading device that a villain would use, taking place in a far-futuristic setting, with marketing potential as a popcorn bucket, amongst other things.

MOODBOARD



<https://betmeisterprops.com/products/daft-punk-chromed-helmet-thomas-bangalter>



https://filovesk.click/product_tag/25905843_.html



<https://www.pinterest.com/pin/558446422546591864/>



<https://blade-city.com/products/m48-self-defense-tactical-gloves?srsltid=AfmBOorgbb5p0vKFeZKL6vkgCZgk b1GtvcVWNqndQ79TJG1i2MVE16N4>



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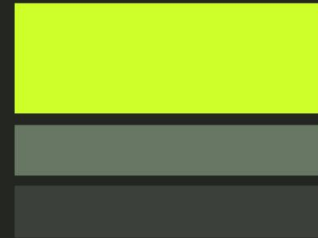
<https://www.etsy.com/uk/listing/1106350889/bobby-pins-neon-sign-custom-neon-sign>



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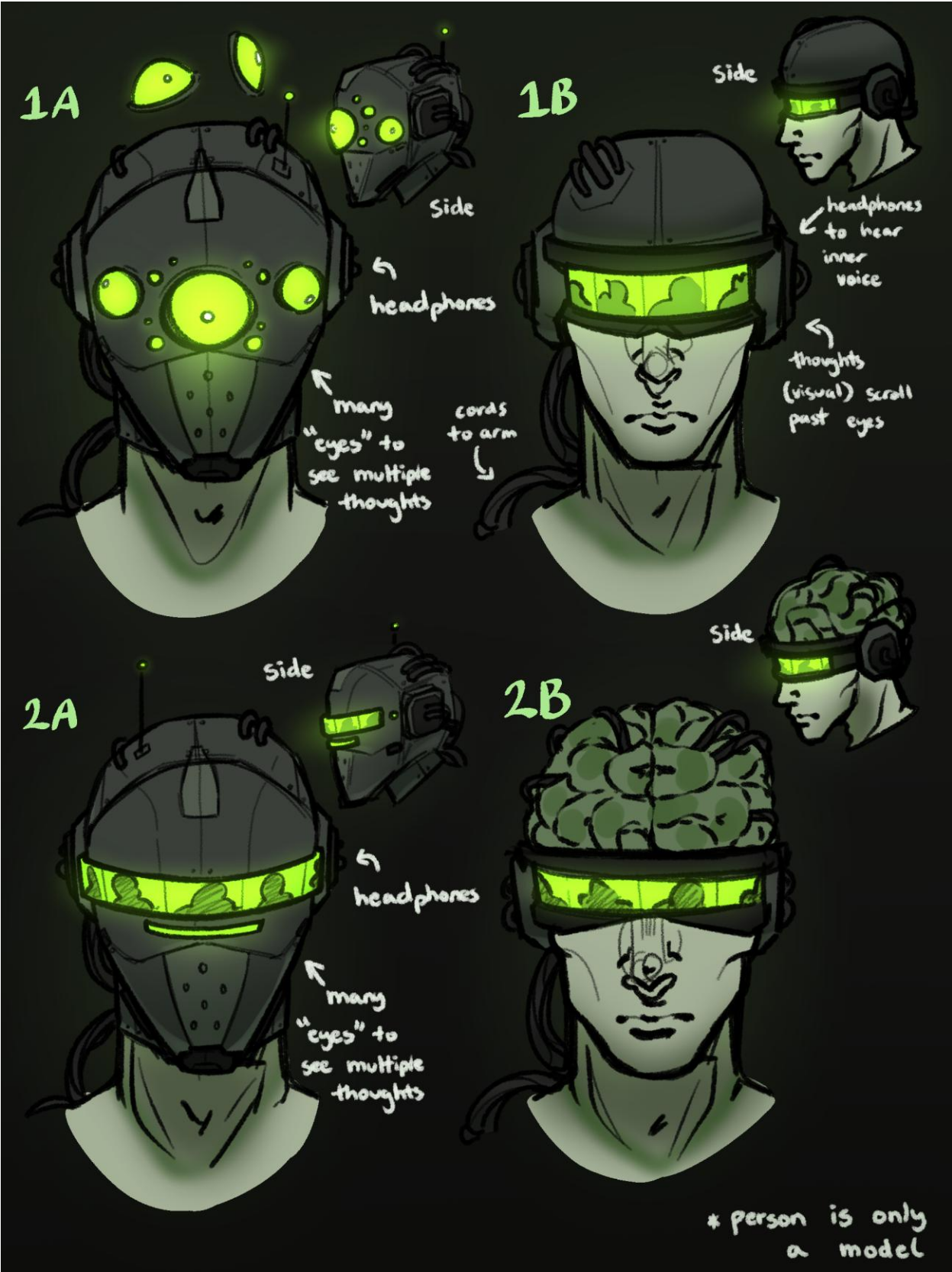


<https://www.freepik.com/free-photos-vectors/metallic-steel-texture>



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ROUGH SKETCHES

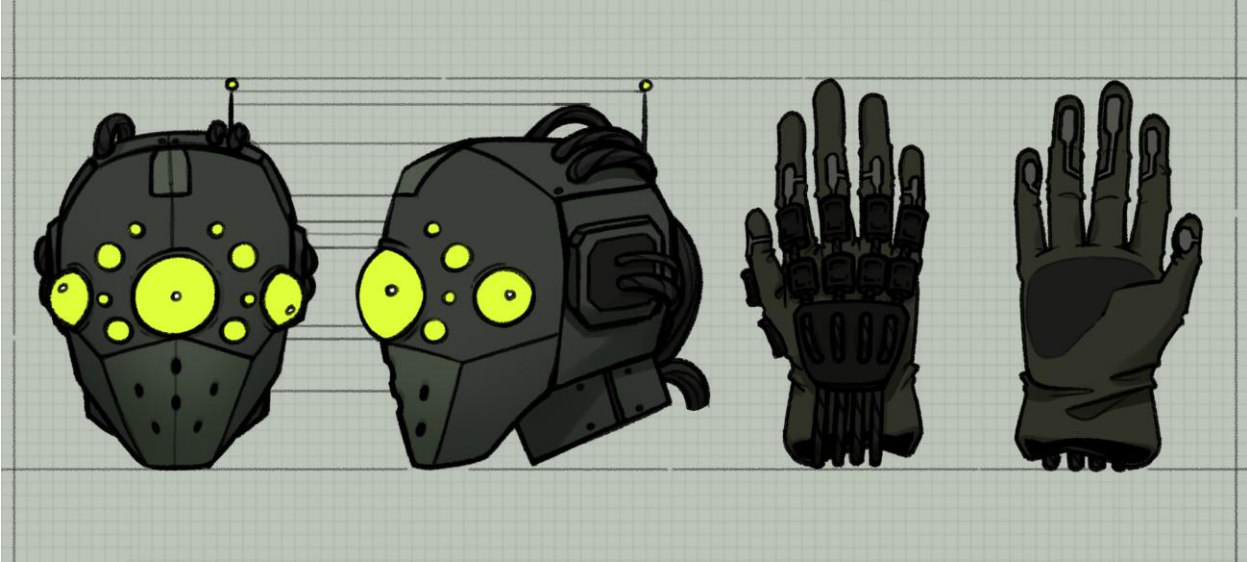


ROUGH SKETCHES

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MODEL SHEET



ISOLATED ILLUSTRATIONS

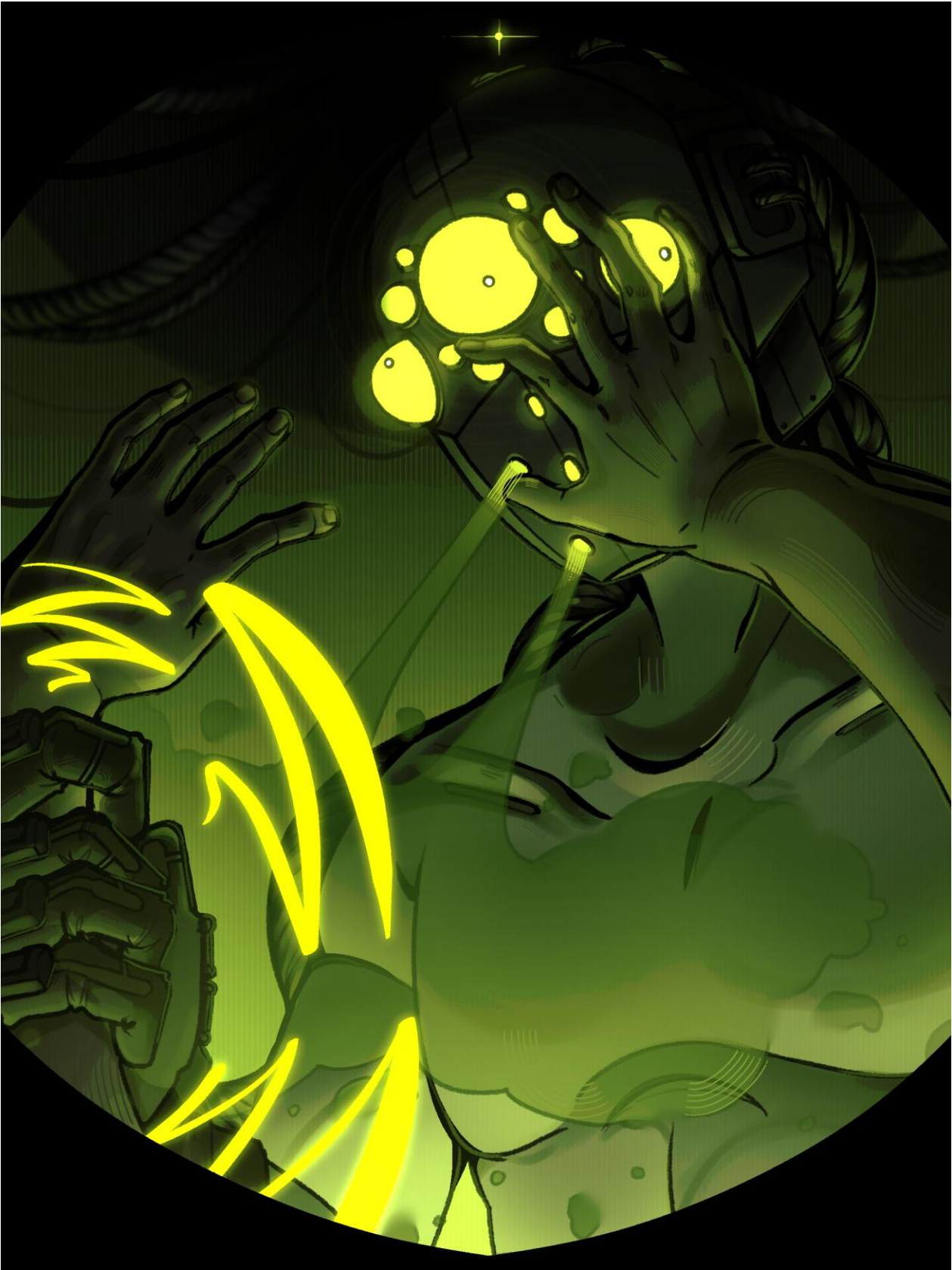


ISOLATED ILLUSTRATIONS

(continued)



FINAL ILLUSTRATION



HARDWARE & SOFTWARE USED

HARDWARE

- iPad Pro (12.9-inch) (6th generation)
- Apple Pencil

SOFTWARE

- Clip Studio Paint
- Canva

REFERENCES

Cleveland Clinic. "Who's Laughing Now? Nitrous Oxide in Healthcare." Cleveland Clinic, 20 Nov. 2023, my.clevelandclinic.org/health/treatments/nitrous-oxide-laughing-gas.

STUDENT COPYRIGHT CHECKLIST

STUDENT COPYRIGHT CHECKLIST (for students to complete and advisors to verify)

STUDENT: Answer question 1 below.

- 1) Does your solution to the competitive event integrate any type of music and/or sound? YES NO

If NO, go to question 2.

If YES, is the music and/or sound copyrighted? YES NO

If YES, move to question 1A. If NO, move to question 1B.

- 1A) Have you asked for author permission to use the music and/or sound in your solution and included that permission (letter/form) in your documentation? If YES, move to question 2. If NO, ask for permission and if permission is granted, include the permission in your documentation.
- 1B) Is the music/sound royalty free, or did you create the music/sound yourself? If YES, cite the royalty free music/sound OR your original music/sound properly in your documentation.

CHAPTER ADVISOR: Sign below regarding your student's answer(s) to the use of music/sound in his/her competitive event solution. Even if your student answers "NO" to question 1, please sign below noting that you have evaluated the competitive event solution and the student answered the question(s) accurately.

I, _____ (chapter advisor), have checked my student's solution and confirm that any use of music/sound is done so with proper permission and is cited correctly in the student's documentation and/or the solution has been found to have no music/sound included.

STUDENT: Answer question 2 below.

- 2) Does your solution to the competitive event integrate any graphics/videos? YES NO

If NO, go to question 3.

If YES, is(are) the graphics/videos copyrighted, registered and/or trademarked? YES NO

If YES, move to question 2A. If NO, move to question 2B.

- 2A) Have you asked for author permission to use the graphics and/or videos in your solution and included a permission (letter/form) in your documentation for graphic/video used? If YES, move to question 3. If NO, ask for permission and if permission is granted, include the permission in your documentation.
- 2B) Is(are) the graphics/videos royalty free, or did you create your own graphic? If YES, cite the royalty free graphics/videos OR your own original graphics/videos properly in your documentation.

CHAPTER ADVISOR: Sign below regarding your student's answer(s) to the use of graphics/videos in his/her competitive event solution. Even if your student answers "NO" to question 2, please sign below noting that you have evaluated the competitive event solution and the student answered the question(s) accurately.

I, Melissa Moffett (chapter advisor), have checked my student's solution and confirm that the use of graphics/videos with proper permission and is cited correctly in the student's documentation and/or the solution has been found to have no graphics/videos included.

STUDENT: Answer question 3 below.

- 3) Does your solution to the competitive event use another's thoughts or research? YES NO

If NO, this is the end of the checklist.

If YES, have you properly cited other's thoughts or research in your documentation? YES NO

CHAPTER ADVISOR: Sign below regarding your student's answer(s) to having integrated any thoughts/research of others in his/her competitive event solution. Even if your student answers "NO" to question 3, please sign below noting that you have evaluated the competitive event solution and the student answered the question(s) accurately.

I, Melissa Moffett (chapter advisor), have checked my student's solution and confirm that the use of the thoughts/research of others is done so with proper permission and is cited correctly in the student's documentation and/or the solution has been found to have all original thought with no use of other's thoughts/research.

Student Initials: SF

Chapter Advisor Signature: Melissa Moffett

