

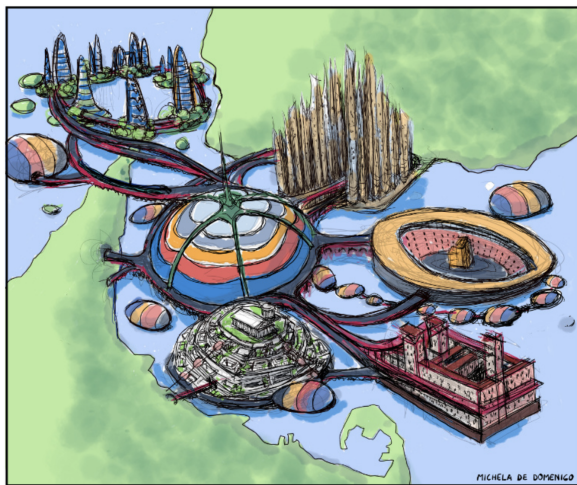
# Witness: The World

*A laboratory for humankind's future.*

Witness is a collection of artificial islands floating on the ocean of a climate-ravaged Earth, but more than that, it is a collection of possible futures for humankind. While deeply interconnected, each of Witness's habitats, or "distrikts" is guided by its own unique philosophy and outlook. You might think some of these distrikts are paradise, and you might think others are a dystopia. But on some level they must all find a way to survive the challenges of an uncertain world. If everyone pursues their passion, who will deal with the most boring dangers?

## Visual Concept for the World

Witness is a hugely populated seasteading megacity. It both anchors itself to semi-stable landmasses, called Distrikts, and produces new ones of its own. Each Distrikt is a separate society which different culture, economy, philosophy and style of life. Between the Distrikts runs a train.



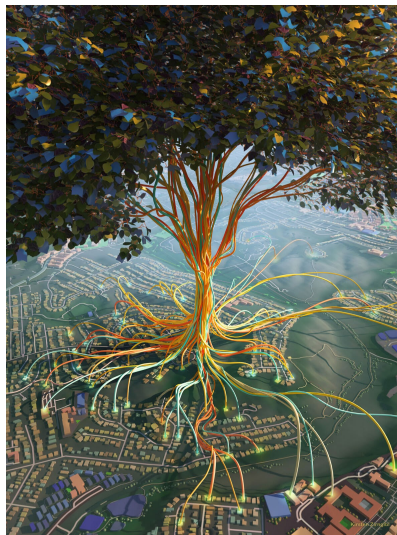
## Distrikt: Hygge

*Providing for everyone's needs, no matter how much bureaucracy it takes.*

On paper Hygge gets everything right - and Hygge makes sure that everything is down on paper. Every citizen has their basic needs met- accommodation, power, water, food, healthcare. Nobody goes without. The economy as a whole, thanks to prudent public investment, shows steady if unexciting growth. Hygge is stable and prepared for every foreseeable eventuality. Can it adapt to the unforeseeable?

## Visual concept

Seen from above, Hygge is both modern and quaint at the same time: a high-tech state deliberately maintaining an image meant to be warm and welcoming. Wood is highly prized and displayed here, and street lighting comes in the form of solar LED trees - wire and foil that casts a glow over recycled plastic streets. The city spirals around the grounds of a tall central building, turning into markets, entertainment venues, schools, and public services buildings on the way out. One end of it terminates very near to a large Library of St. Benedict; this area is an Army Quarter where much of Hygge's soldier-police officer corps are trained and housed. Inside the central building you can see its programmer-politicians sitting in the vertical digital plant garden. They are programming (with code) new laws that float upwards. At the very outskirts of the spiral you have farms with cows that have Qr codes on them, held by citizens sitting under digital trees





# Distrikt: The Covenant

## *Monastic life for Industry 4.0.*

The Covenant is an enormous floating monastery, and in terms of economic productivity it outstrips Witness's most intense industrial collectives and its most laissez-faire capitalists. The Covenants fraternities and sororities are inspired by the Benedictine tradition, working to bring themselves closer to serenity, and to ensure the economic sustainability of the Covenant itself. The wealth of that work goes not towards the owners of production, or to be parcelled out piecemeal among the workers themselves, but to the ultimate glory of God. If a system is built on the faith of its citizens, how can it deal with doubt?

## Visual concept

The look and feel of the Covenant is inspired by Riga, Latvia. It is spread over multiple artificial 'rivulets'. And its style of buildings have Immense arches, exposed concrete, salvaged bottle-glass painstakingly arranged into magnificent frescoes, decidedly classical statues, steep churches built over decades with hardened stone-colored plastic and steel - this is the signature of much of the Covenant. Church roofs double as solar panels for churches and their surroundings: in this way the religious powers are directly connected to the infrastructure.



## Distrikt: Assembly

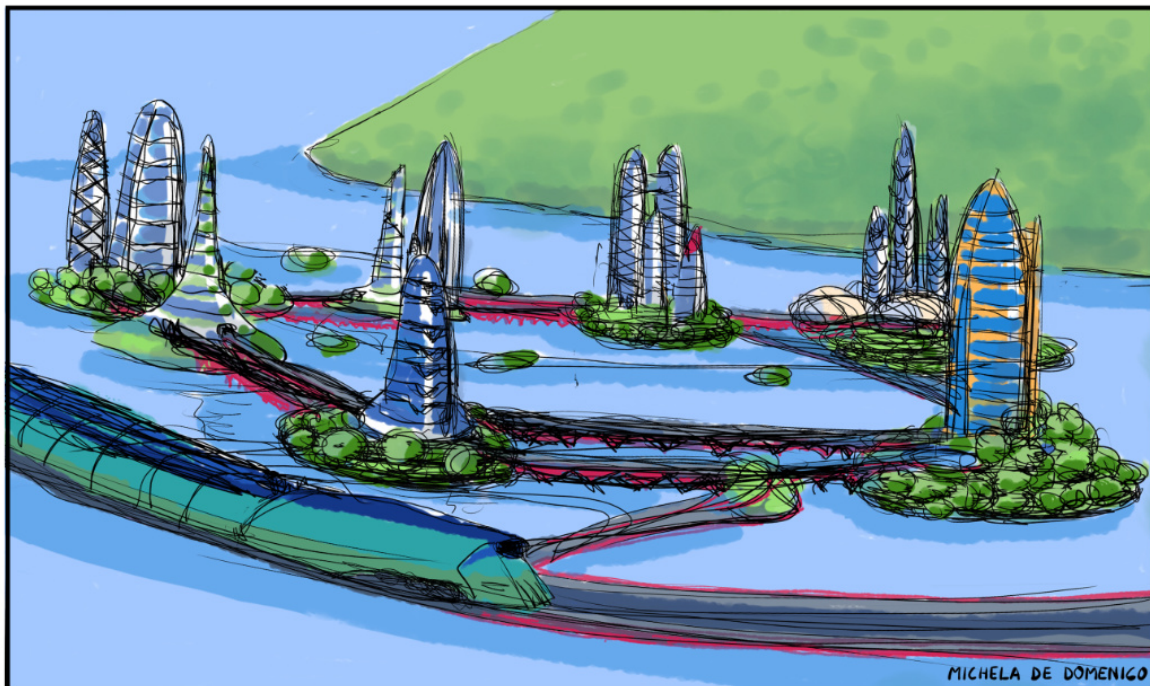
*Working together, our collective can achieve anything- if we feel like it.*

The Assembly is the ultimate artistic collective, with no need for archaic, centralised structures that place power in the hands of a few. Instead of taxation, there is crowdfunding. Instead of banks, there is a form of socialised blockchain. The Assembly is a place where each individual is expected to be a polymath, working collectively for the common good. But issues that can't summon public interest are at risk of neglect. If everyone pursues their passion, who will deal with the most boring dangers?

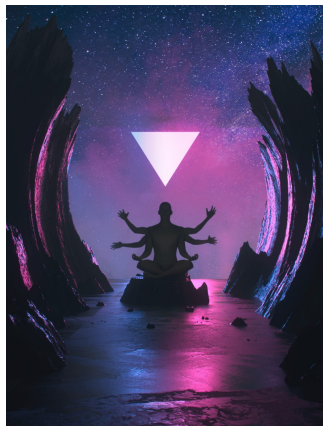
## Visual concept

The Assembly is city with a large green belt on the one side, a sea side on the other side it faces the sea. The seaside contains beachfronts, seaweed farms and expansion space. In the city center, there is a big Windward Platform for the Arts and a big farmers market. Down the side streets from the centre, there are flea markets and high tech temples, where collectives host research fairs to invite inventors and researchers to demo technologies and present research that sustains or could enhance the Assembly's way of life.

Around the centre is a suburbia of buildings interspersed with infrastructure built broadly along the lines of the microgrids, forming units of housing and work that are able to sustain themselves without much outside interaction. Greenery and vertical farming are an important part of this design. At the edges of the green belt there are experimental stacked high-rises

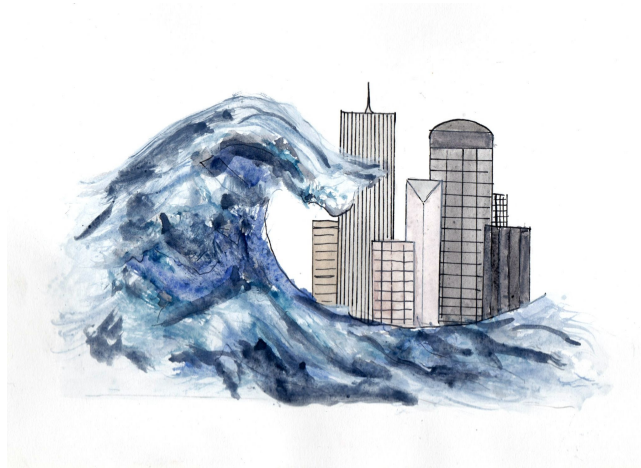




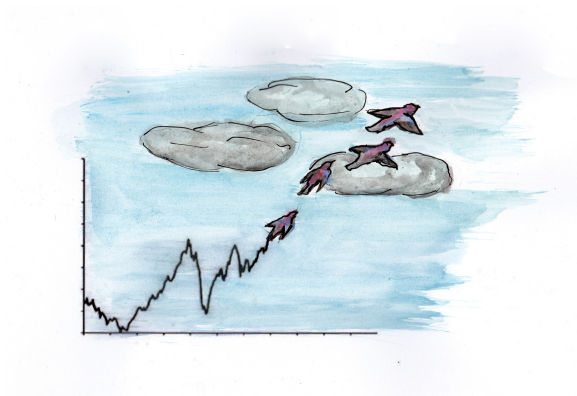


# Events

## Ecological



## Economic





## Social

