

F.M.P

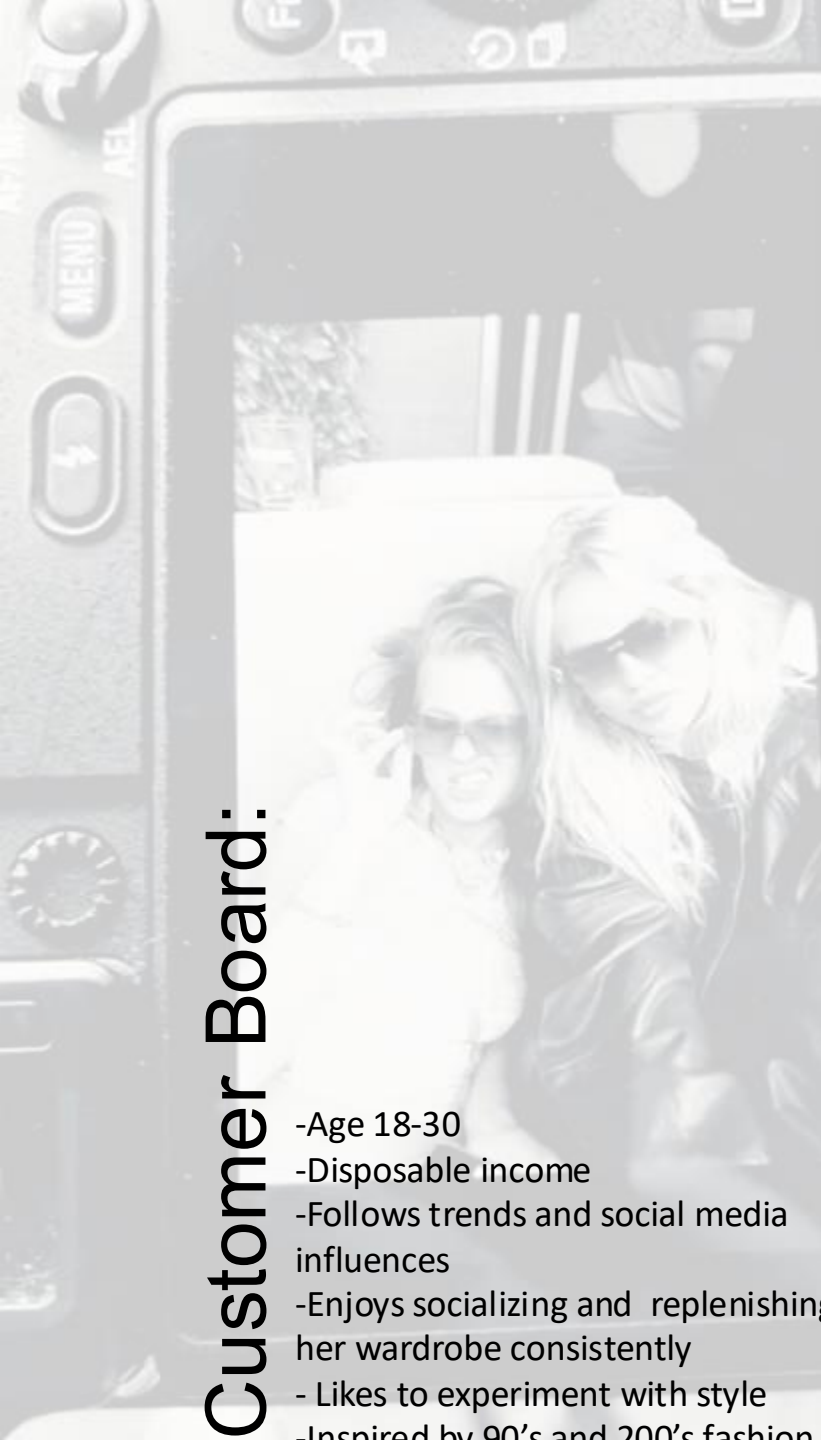
Caged In Code

Hannah Severn

Class of 2025



AI overpowering nature,
the
beauty of the natural world
contrasting the harsh
digital revolution



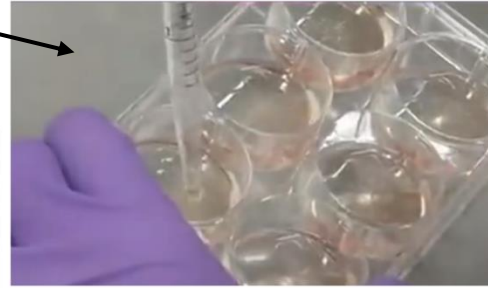
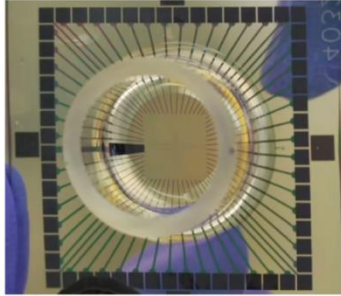
Customer Board:

- Age 18-30
- Disposable income
- Follows trends and social media influences
- Enjoys socializing and replenishing her wardrobe consistently
- Likes to experiment with style
- Inspired by 90's and 200's fashion

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Scientists have grown brain tissue from stem cells, stimulated them to create neuro tissue, forming structures and basic brain wave activity. Similarly to a premature baby.



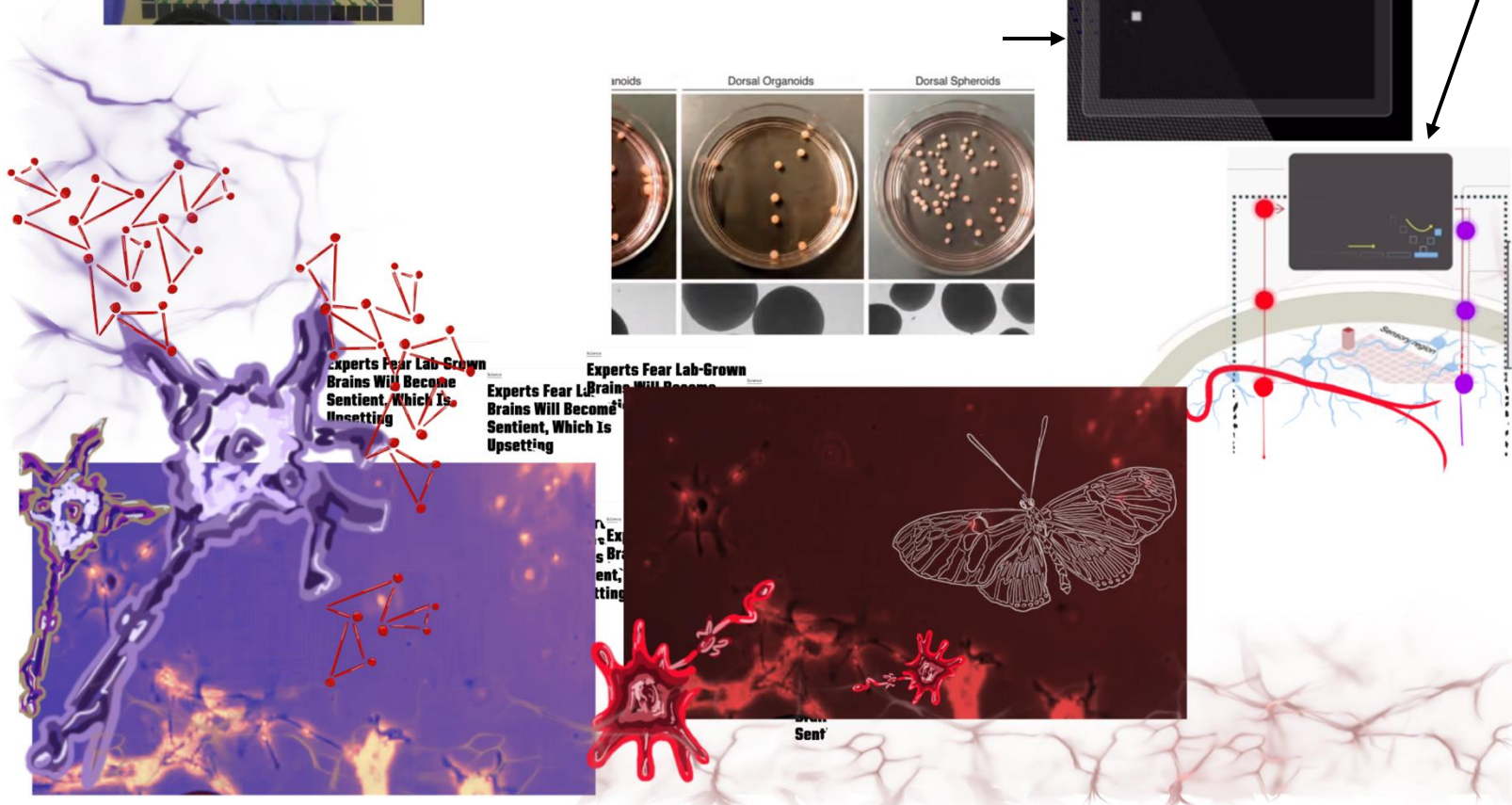
To figure out the game it took 10-15 rallies whereas computer AI would take 5000 tries as it can only use the information it has been given. Whereas the organoids learnt and developed.



Connecting the brain tissue to a computer and a virtual world where it learned to play pong. Man made brain tissue learned independently, it was not preprogrammed with no instructions, similarly how we learn to walk.



AI Organoids:



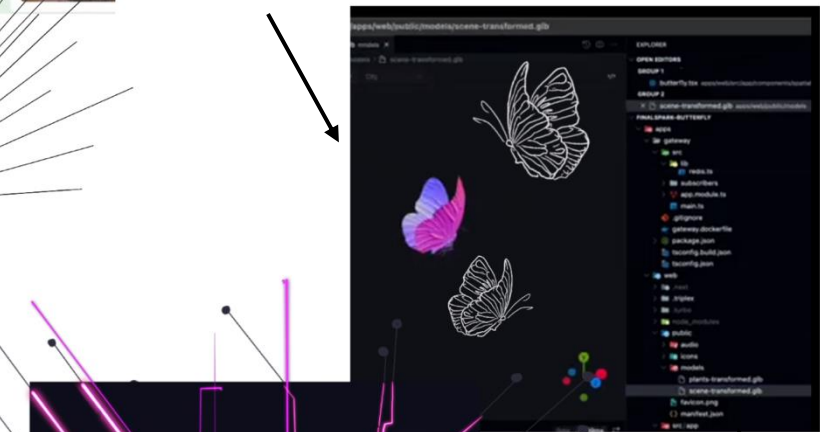
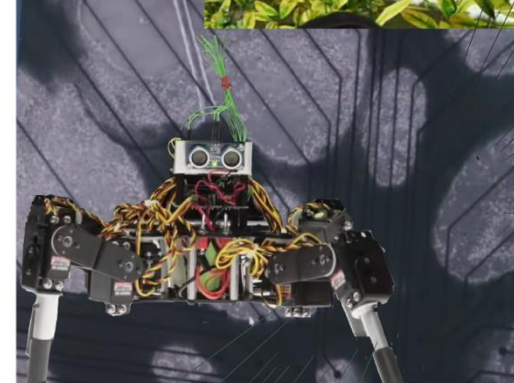
AI Organoids:

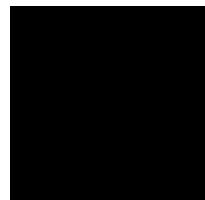
They went as far as putting them into small robots which is basically the early creations of a cyborg.

Final Spark – Open Neuro-platform, that lets you rent server space on the organoid brains which is organic CPUs. Also viewing live streams of the brain you are renting out.

Simulation theory- A butterfly simulation was the next step in developing the brain. It is controlled by the organoids; the brains experience and feel everything the butterfly does.

They were not trained nor programmed, just fed sensory inputs of being a butterfly and figured out themselves how to flap their wings and exist. Not too dissimilar to when young children learn to walk or talk, We are given sensory inputs but are not preprogrammed to do these things.





Cage on the Catwalk
Harris Reed 2025 Catwalk



WGSN Digital Download
:April2025

AI – Art Styles

Technology killing nature, caging in plants



Cyberpunk



Cyberpunk



Vaporwave



Vaporwave



Cinematic



Cinematic



Futuristic



Futuristic

- Technology killing nature
- Caging and restricting growth
- AI seeing the future of

AI – Art Styles

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Futuristic



Futuristic



Game Art



Game Art



Unreal Engine



Unreal Engine



Cyberpunk



Cyberpunk

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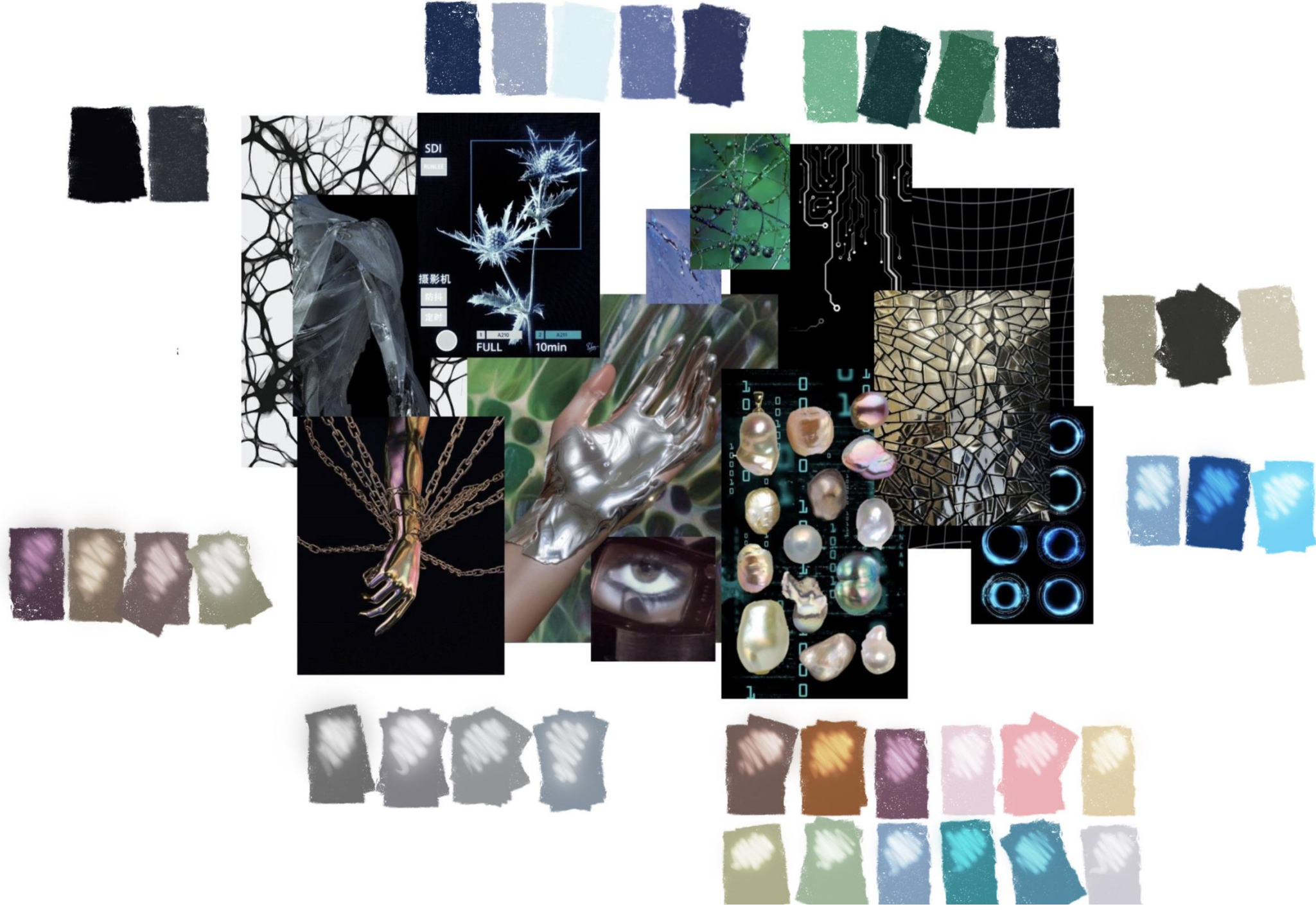
Colour Board:

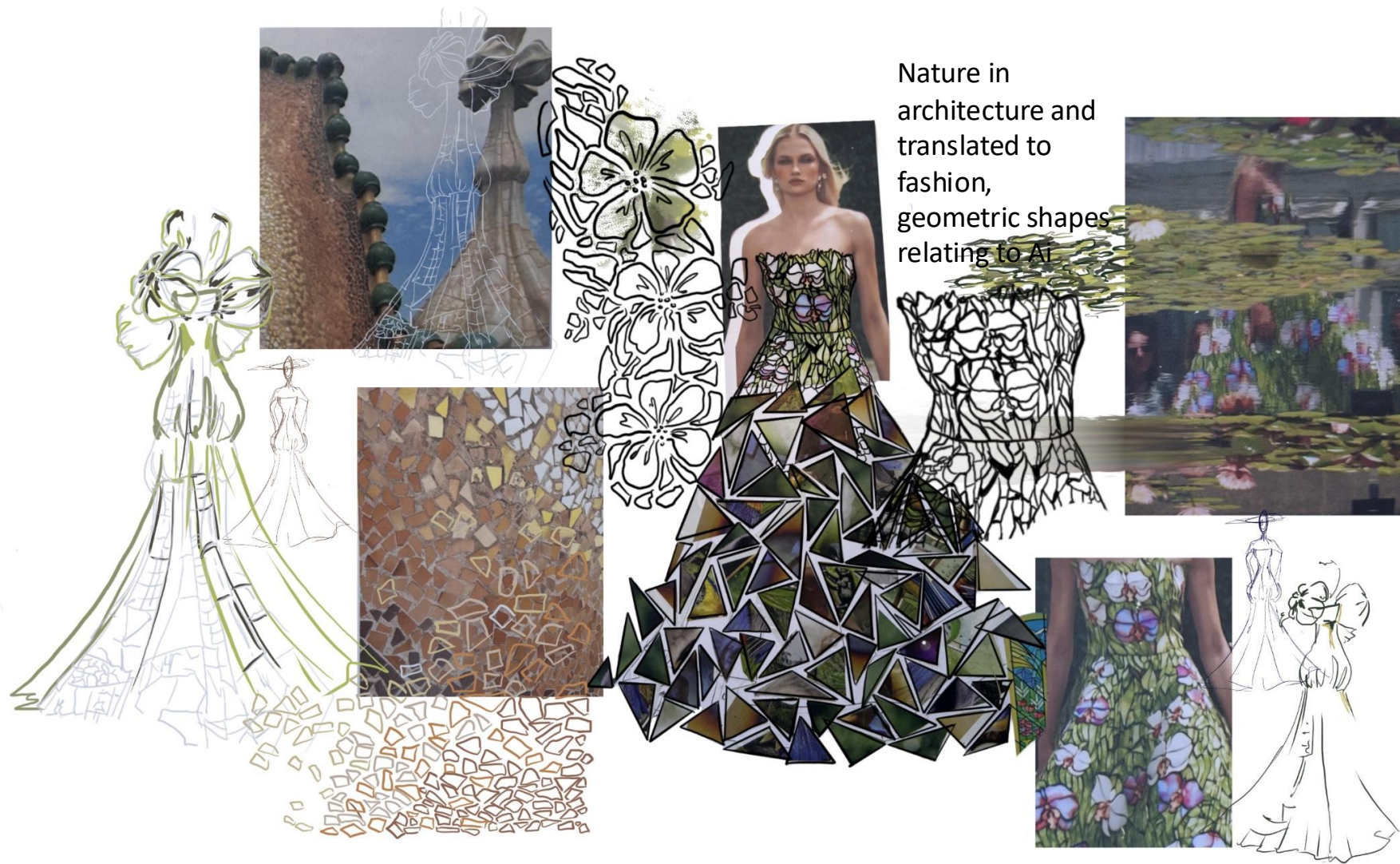
Sketchbook work



Colour Board:

Sketchbook work

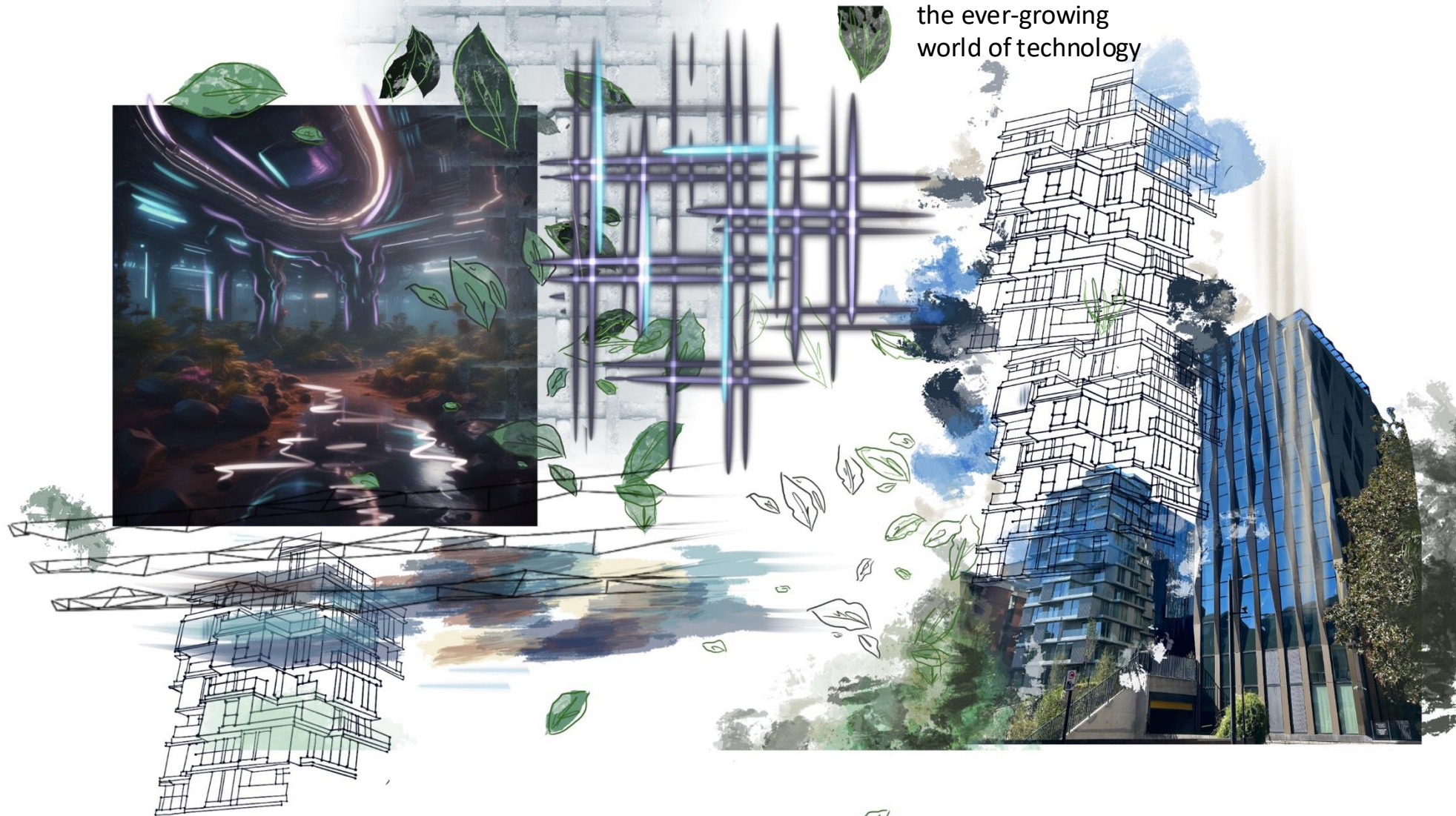




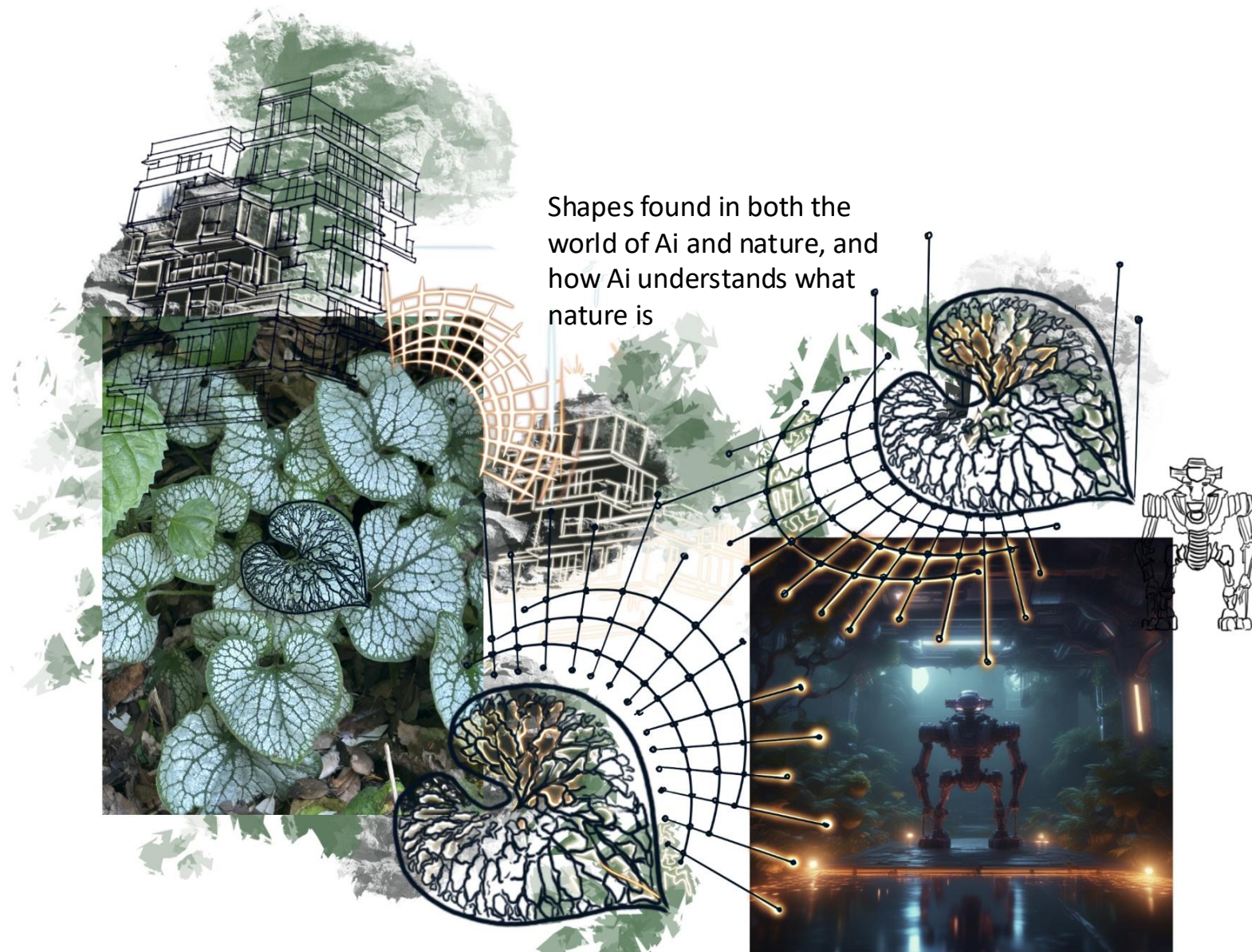
Nature in
architecture and
translated to
fashion,
geometric shapes
relating to AI

Garden of Mosaics
Sketchbook Work

Future of nature in
the ever-growing
world of technology



Technology around us
Sketchbook Work



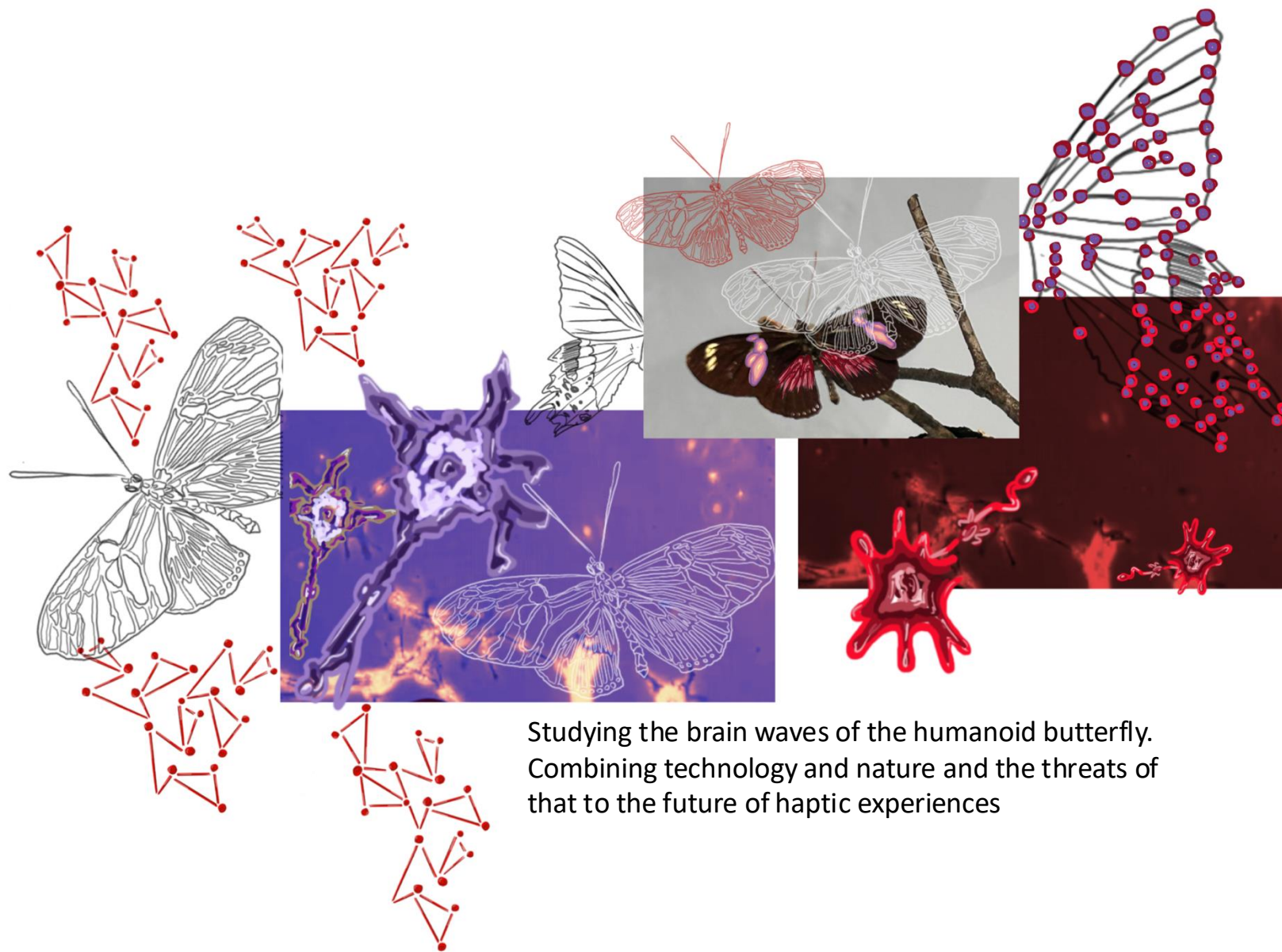
Shapes found in both the
world of Ai and nature, and
how Ai understands what
nature is

AI's Perspective
Sketchbook Work

Simulation theory, a
butterfly in a man-made
computer program, nature
vs Ai



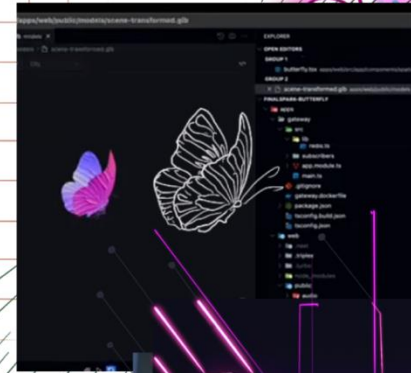
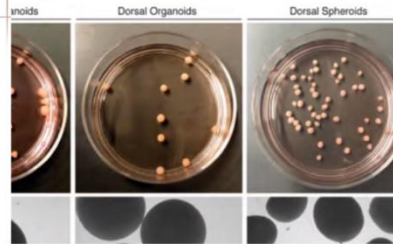
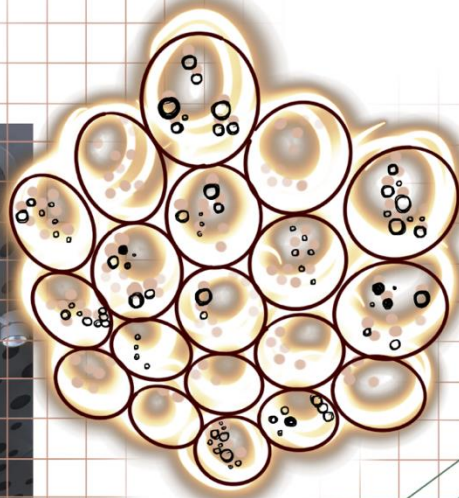
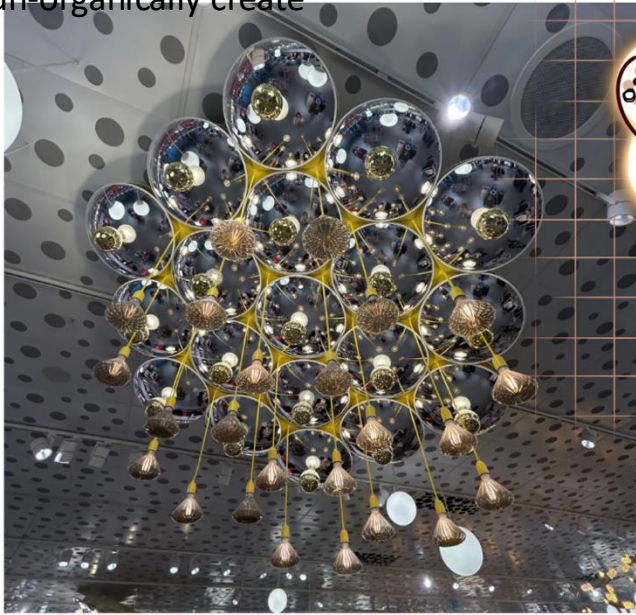
Simulation Butterfly
Sketchbook Work



Studying the brain waves of the humanoid butterfly.
Combining technology and nature and the threats of
that to the future of haptic experiences

Humanoid Butterfly
Sketchbook Work

Brain tissue grown with human
interference, going against nature to
un-organically create



Interference in
Creation

Sketchbook Work





Final Line-up Line-up



