



CYBERPUNK

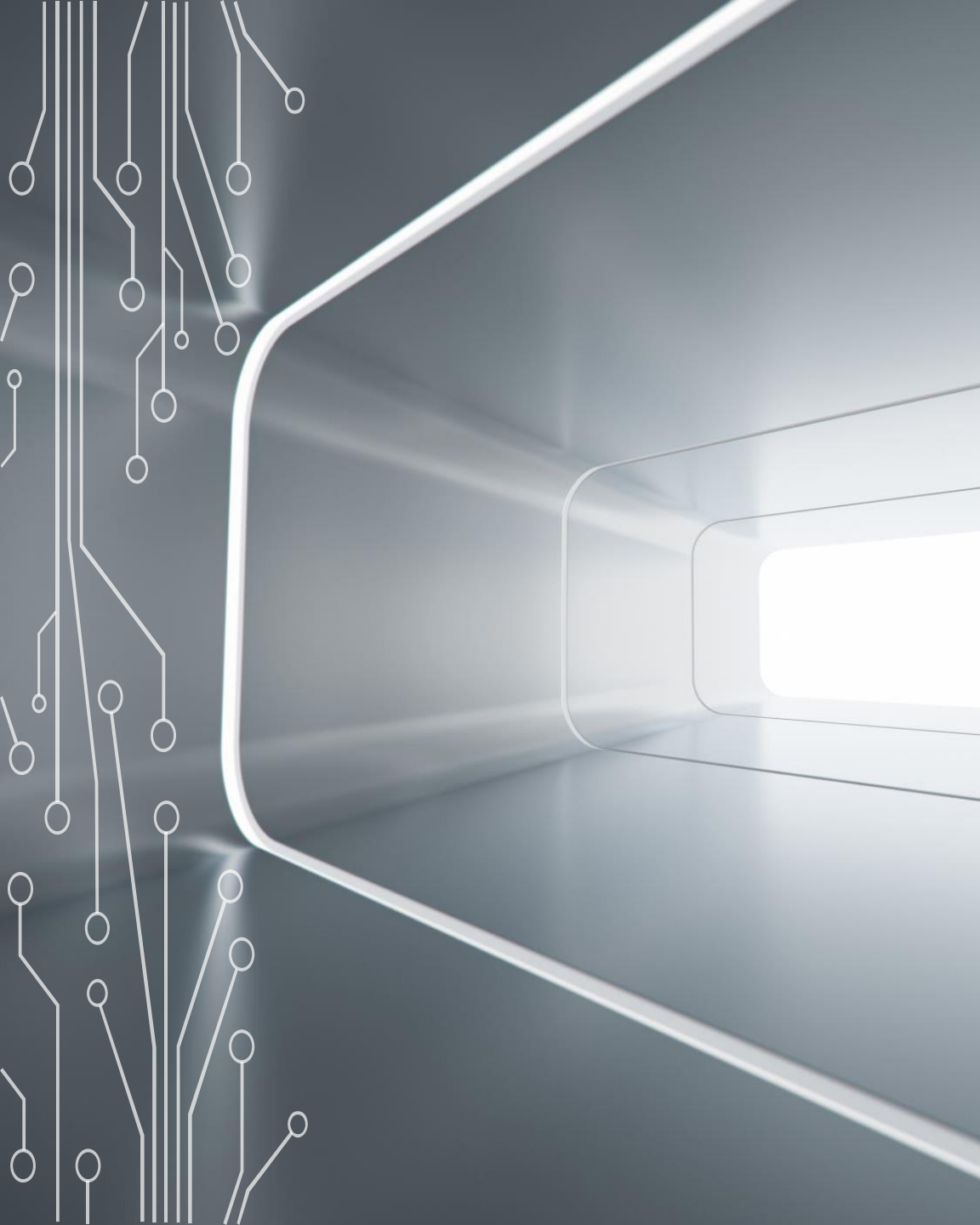
- Imagines a future of “hi-tech” and “low life”
- Advanced technology juxtaposed against radical change or breakdown in the society
- “Techno-robin hoods” who undermine larger, more nefarious systems premised on uniformity and efficiency at the cost of individuality and humanity

CYBERPUNK “SYSTEMS”

- Information Systems
 - *War Games, Terminator, Hackers, Johnny Mnemonic*
- Artificial Intelligence
 - *Blade Runner, Robocop*
- Virtual Systems
 - *Tron, The Matrix, Strange Days*
- Corporate and Government Systems
 - *Metropolis, A Clockwork Orange, Total Recall, Minority Report, A Scanner Darkly*

PLOT

1. Protagonist is manipulated into a scenario in which they have little choice and often do not come out much farther ahead from where they began—they simply make the best of a bad situation
2. Authoritative Control
 - Corporate or Government
 - Lack of Privacy
3. Fragility of Reality
 - Virtual Reality
 - Viral Information
4. Construction of Identity
 - Artificial Intelligence
 - Man and Machine



SETTING

1. Usually Near Future Earth
 - Often Dystopian
2. Typically Urban
 - Often Decayed
3. Typically Hi-tech
 - Often Artificial

CHARACTER

1. Protagonists

- Anti-Heroes and Outsiders
 - Criminals
 - Misfits
 - Outcasts
 - Rebels
 - Hackers

2. Antagonists

- Faceless yet Ubiquitous Mega-Institutions
 - Corporations
 - Government

tone

1. Social Decay

- a. Paranoia
- b. Instability

2. Echoes of Noir

- a. Dirty
- b. Dark
- c. Underground
- d. Hyper-Realism

- *Stylized representation of reality in which the artificial and the real are virtually indistinguishable; more real than real... think Disney World and Epcot*



THE MATRIX

- 1999: Written and Directed by the Wachowski Brothers
- Thematic Ideas
 - Blurry line between man and machine
 - Fate vs. Free Will
 - Relationship among body, brain, and mind
 - Nature of reality

BIOPUNK

- A derivative of cyberpunk, biopunk shares most of the same features in regard to setting, character, and tone
- Its distinction lies in the plot, which focuses on the implications of biotechnology (specifically synthetic biology) rather than information or cyber technologies
 - Genetic Engineering
 - Biological Modification
 - Human Experimentation
 - Sociobiological Evolution



GATTACA

- 1997: Written and Directed by Andrew Niccol
- As much noir as biopunk
- *A vision of a society driven by eugenics, where potential children are selected through pre-implantation genetic diagnosis to ensure they possess the most desirable hereditary traits. A genetic registry database uses biometrics to identify and classify those so created as “valids,” while those conceived by traditional means are known derisively as “in-valids.”*
- Thematic Ideas
 - Ethics of genetic engineering
 - “Genoism” and Discrimination
 - Uniformity and Individuality