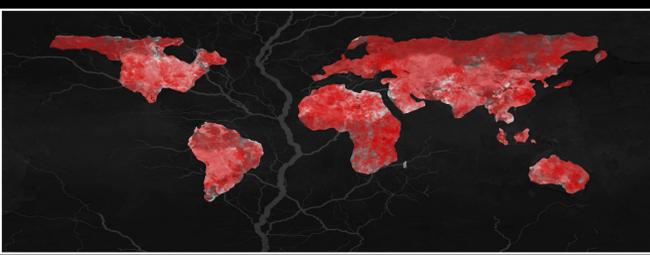
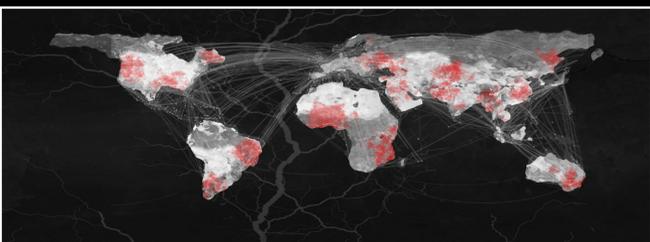


P N E U M A



Pneuma focuses and uses the current events of the pandemic to create a story that is a futuristic sci-fi on what a virus, global warming, and conflicts on water ownership as well as water use could create. In Pneuma the world has changed over time with global warming, rising sea water levels, wildfires, and drought. The changes in the environment result in an evolving virus that starts a pandemic that is similar to some of the symptoms of COVID-19. The main symptom of the virus affects the lungs – causing a large portion of the population to become sick and pass away.

The story centers around the futuristic idea that mankind finds an alternative way to supply clean oxygen as well as build in a world where the sea water levels have risen to create infrastructure and architecture that has a symbiotic relationship with humans and water. The story of Pneuma builds on these ideas: the question of water and health, humans and architecture connecting with the body, and my personal experiences of growing up next to the Hoover Dam and COVID-19.

