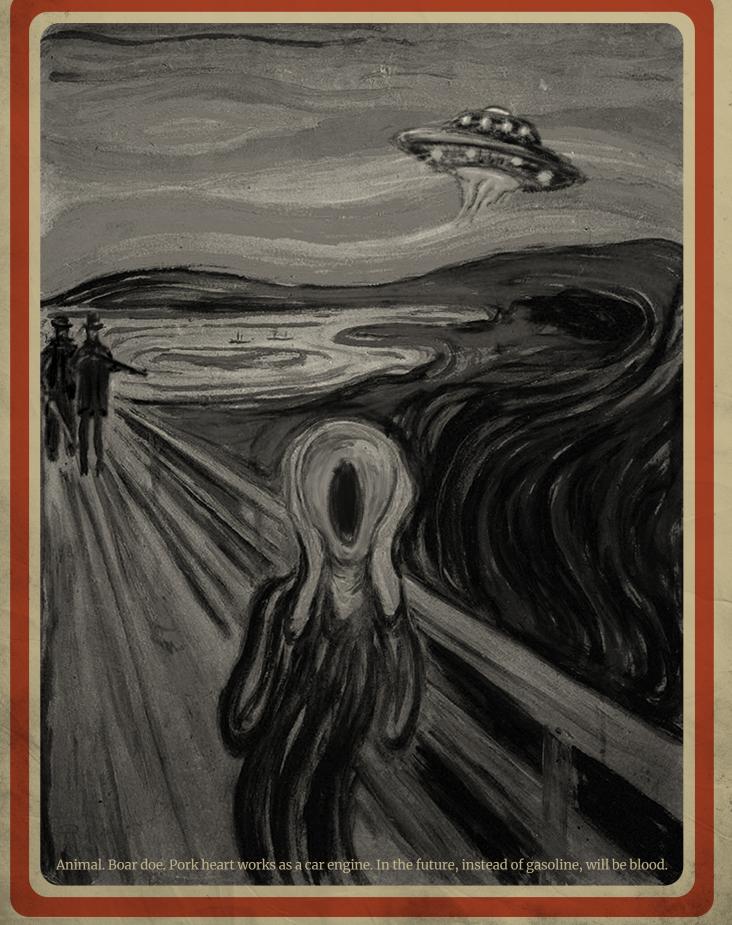
DarkTIMES#7JULY2002

MONTHLY FORECAST Temperature 11°c Gusty winds 90 km/h Expect heavy rainfall



CONTENT

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Hole. Abyss. Alien, infected by an unknown disease caused by an interstellar invasion, affecting exclusively soldiers. Virtually mute and unaccustomed to existence, he wanders the backwoods, driven by an inexplicable force toward an unknown goal. His image is both contradictory and purposeful. A creature that combines both: the images of nightmare dreams and a sense of hope. Incapable of

doing harm, but with a horrible outgrowth on his head that terrifies the inhabitants of the settlements, causing them to manifest their worst character traits and dark thoughts from a deep subconscious, while also being the source of a valuable substance that replaces fuel. A victim and abuser, a source of pity, hatred, and conspiracy theories. An exile imprisoned in his own head.





CLIMATE CATASTROPHE

2002. The world is flooded, cities and settlements divided by storms raging in the earth-absorbing ocean. World governments have disappeared, power is fractured between small armed groups roaming the forests made up of marauders, bandits, deserters, soldiers from the remaining military bases, and townspeople with crooks and power-hungry people trying to control them. Honesty is out of fashion, violence is commonplace. Constant rain and lack of resources. Dark times indeed.



TOXIC RELATIONSHIPS



of The events climate а catastrophe, alien invasion and uncontrolled aggression have spawned a huge number of people with traumatized psyches. The old laws are gone, the new laws are the laws of the jungle. People do not seek healthy relationships, their relationships are toxic, full of intrigue and lies. The constant

battle for resources pushes people into meanness and deceit. Bounded by storms, settlements lack human resources. Crammed into the narrow prisons of their islands, people go mad. Love is toxic, friendships and partnerships are short-lived. World is full of memories of happy pasts and tears.



PAST, NOIR AND SURREALISM

The world is alive with memories of the past and the world lives in the past. A black and white, noir world of strong shadows combines the elements of Cyberpunk and Sci-fi.

Old weapons from forgotten world wars, old cars from abandoned factories, old clothes from old movies. Events are non-linear, surreal, difficult to separate from dreams, hallucinations and visions. Lack of daylight, gaslight.



DESERTERS

People flee military bases, dropping their weapons to escape the threat of infection, and aggressive confrontations, seeking shelter in cities with unfriendly townspeople. Many die in the forests from the bullets of patrols and unknown causes. Those who make it to the cities have magical powers. Among them are psychics and "electricians" – people who produce electricity, a valuable human resource on the dark islands.



TOWNSPEOPLE, DETECTIVES PSYCHOTHERAPISTS AND OTHERS

The inhabitants of the settlements are forced to combine several professions. The biology teacher is a police officer and the singer is a psychotherapist.

Detectives and psychotherapists are particularly respected as they chronicle the events on the islands. Often, these events are complex, unraveling tangles that mix mystical incidents with crimes. From detectives and psychotherapists, what is required is not just the ability to solve cases, but the ability of making the right decisions, drawing conclusions, and explaining what happened to the citizens. The process is more important than the result. The corrupt nature of society and the complex magical fabric of the community makes almost all the inhabitants of the islands participants in these events.



FAITH, HOPE, LOVE

Despite the grim picture, the residents are full of hope for a bright future, believe in bright events – the possibility of paradise on earth, the existence of alternatives. They are able to fall in love and try to believe in good. In a strange way, the main source of the townspeople's hopes is the same controversial Incubus.





PROJECT REALIZATION

Although the universe of "Dark Times" as an art project has a multidisciplinary base and first appeared as a series of animated artworks and then performances, graphic works and other art mediums, it is first and foremost an audiovisual project.

Short films, feature-length films, and TV series. Containing many lines, intersecting and parallel, the universe has a huge potential for release in the cinema space. Black and white pictures created mainly with the tools of classical noir and surrealist samples of the 20th century. It combines the currents of old fashion science fiction and crime dramas. "Dark Times" is a world of total reflection, rethinking the past and present of humanity through the prism of specific film language.

MESSAGE FROM THE AUTHORS

Dear Readers!

In this difficult time, a time of terrible changes and catastrophes that have befallen our society, we, as the authors, consider it necessary to sum up this issue by addressing you directly, from the pages of our newspaper.

The world around us is changing rapidly, the destructive behavior of nature, the climate crisis and alien invasion have brought us to the brink of existence. Just a few years ago, it seemed to us that we could change something or providence itself would find a way out for us – we were wrong. Now we, facing the abyss, have only to go on living, searching for hope and believing. Paradoxically, human consciousness gains strength and depth under critical conditions. Emotions and experiences become stronger, thoughts deeper, and relationships between people take on a special value. This is what continues to move us along the poetic path of self-reflection across the raging ocean that divides our islands. We believe that in the end this faith, love and hope will bring us salvation and comfort in these Dark Times.

TIMES