

The ART 2100 project

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1 INTRODUCTION

1.1 What is Art 2100?

This is a concept note for a small creative project that I propose to start in 2027.

Art2100 is my hybrid creative venture, an integrated combination of visual art, AI model testing and fictional and non-fiction literature. The concept note launches the literal components and is designed as the hub or base station for many future short written works and as source material for multiple artworks. As such it is partly descriptive and sets out the context for what will follow. It will be frequently updated.

Art 2100 brings together three themes:

- Science fiction writing - focusing on the technology, societies and environment on earth in the year 2100.
- 2D digital artworks – illustrating the described objects, processes and landscapes.
- Using AI in artwork creation – going beyond basic text prompts to generate hybrid images.

My writing approach is based on extending the discipline of strategic foresight 70 years out of its comfort zone and deep into speculative science fiction. I create the context using foresight and then attempt to credibly describe elements of a future world.

Strategic foresight essentially uses analyses of history and the status quo, together with some bespoke tools and terminology, to create potential futures. Professional good practice includes strong referencing and traceability, discipline on terminology, caveating the products of interpretation and staying within credible reach of existing noted trends and weak signals. With science fiction, these constraints can be lifted as they in general run counter to creativity.

I call my approach fiction bridging: I explicitly link many of the fine details of the imagined distant future with current trends, signals and nonfiction literature. I use side stories, electronic tags, footnotes and endnotes to do this. As such the material needs to be read on a device to get access to these features.

I read that engaging fiction is focused on people. The writer introduces characters and then takes them and the reader on an interesting journey. Ever the stubborn contrarian, my initial works will do the opposite: you will find no named individuals (yet) in this material. I suspect that I will not be very good at creating interesting characters, and actually I am not even that motivated to do so. So, instead, I will focus on building the imagined world in words and pictures.

I invite other writers to use the Art2100 material as a base for character centred work. I would be happy to collaborate.

1.2 What will art be in the year 2100?

Modern humans have created art for over a million years, irrespective of the context. Hence it is relatively safe to assume that art will continue to be created in 2100, if our species still exists. However it is anticipated that art in 2100 will have evolved significantly due to technology and

will have been reshaped in line with the social context and technology of the day. So, a logical preliminary step is to create/imagine that context and technology.

My imagined world of 2100 is based on a detailed scenario that I call the 3 Empires. The world at that time is ruled by three highly advanced and contrasting civilisations that are fighting for dominance and survival. This scenario provides the social context and ample creative space.

By 2100, advances in technology will mean that beauty can be integrated into the design of most useful objects and infrastructure – if the host society considers the extra resource allocation justifiable.

Human augmentation and technological advances by 2100 will strongly shape the forms in which art is shared and absorbed. For example, virtual reality systems, direct inputs to optic nerves and AI supported neural network manipulation could confine much artwork to the brains of individuals. In contrast, some works could be designed for collective one-way or 2-way experience, an evolved version of 20th century cinema or concerts.

Humanity has over 4 millennia of developments in art, architecture and fashion and the works and styles of many periods hold a lasting appeal. Hence it is anticipated that retro work will be commonplace, albeit commonly blended and augmented with the latest technology.

1.3 The strange beauty of technology

The world of 2100 will be supported by technology that today is the stuff of dreams. It may not be necessarily bigger, but it will certainly be very different – and to our eyes would look alien or exotic.

Within this art theme I have created and refined a number of works based on fictional machines, devices and processes that are extrapolated from existing technology. This fictional technology is designed solely for functionality – it is either not meant to be routinely viewed by humanity, or resource constraints and other performance imperatives remove the opportunity for investing in aesthetics.

Nonetheless, this technology has the potential to be a source of beauty in the eye of the beholder. Maximising this potential requires viewing the technology in different ways, such as at different scales, in cross-section, in false colour or in time-sequence.

Furthermore, an object or vista does not need to be beautiful to be interesting. Humans are curious by nature. Wonder and fascination are very positive feelings. Strangely, many modern humans are so safe on a day to day basis that they search for video entertainment opportunities to feel (light levels) fear and horror.

In this context, the artwork of Art 2100 does not all aim to be beautiful – in some cases it instead tries to be fascinating. I do not aim to consciously generate fear or horror in the viewer, but the combination of the storyline and the artwork may well have that effect in some cases.

2 THE 3 EMPIRES SCENARIO

2.1 Introduction

The 3 Empires Scenario is the imagined world behind Art 2100.

In future studies terminology, the 3 Empires is a highly speculative and unevenly detailed global scale scenario. It is also dark, given that it includes the collapse of our globally interconnected civilization, constant warfare and the abrupt death of at least 8 billion people before 2050. Finally, it is not a simplistic narrative of good battling evil – the ethics of 2100 are survival rather than human-rights based. Seventy years of brutality and chaos have erased all naivety and cold-blooded decision making is the norm.

I need to emphasize that it is science fiction and not designed to offend anyone living or disrespect the dead.

The year is 2100. Three nuclear armed empires violently compete in a turbulent post-apocalyptic era. Civilisation was badly battered, but separately maintained in the 3 regions. The human population is starting to rebound after crashing to much less than 1 billion due to biowarfare. Human body and mind augmentation with embedded technology is routine. AI, robotics and nanotechnology are omnipresent. The climate, ecosystems and infrastructure of the planet have all been transformed in both negative and positive ways (but mainly negative).

The 3 empires are:

Greater China – A racist secular totalitarian state that has expanded but not radically changed in ideology since 2000. The AI enforced totalitarian control extends from the top leadership down to every aspect of daily life for all ordinary citizens. Selection for augmentation and leadership is AI controlled.

Ongoing eugenics, historical biowarfare and the selected protection response of the regime of the time has resulted in the empire population now consisting of almost 100% pure Han Chinese genetics. All non-Chinese are regarded as lower grades of humanity and inherently selfish and degenerate individuals.

Its core empire occupies most of mainland east, south and north Asia, including the eastern half of the historical state of Russia. It has re-occupied SE Asia, Australia and the Pacific islands that were depopulated by biowarfare. Its medium term further expansion plans are focused on America.

America – A 3 tier racist pseudo-Christian puritanical state, that is dominated by an uneasy coalition of 50 competing Caucasian family dynasties: the TechDynes. The second tier is formed of mixed race puppet governmental and religious leadership figures and a police state (collectively called the Republicans), and an authorised civil militia (the JesuFacs (The New Temple of Evangelical Fascism)). The majority white underlying class (the Patriots) are harshly exploited but have the potential to progress to the second tier via demonstrated patriotism and piety.

The core empire covers the entirety of the American continent, north, south and central. Its expansion plans are global and outer space. All non-Americans are regarded as heathens or heretics and thereby lower grades of humanity warranting purification.

Eurasia – A secular hybrid state, with a totalitarian AI managed main bureaucratic structure and hundreds of subnational regions with very limited delegated democratic space. Ethnic divides and religion have been dismantled. National identities are subjugated and largely symbolic.

Augmentation is widespread and this has both greatly boosted the empire and made it a challenge to manage. The core empire covers Europe, Africa, Antarctica and central Asia, in its entirety, including the western and northern parts of the former Soviet Union. Its plans are largely defensive. Both Americans and Chinese are regarded as either terminally brainwashed or intelligent evil or both.

The three empires are ideologically mutually exclusive and exist in a permanent state of hybrid warfare, constrained in part through AI monitored partial ceasefires on nuclear weapons, bioweapons and satellite warfare. The empires of Greater China and America are in constant existential combat, whilst Eurasia is regarded as a moral degenerate and heathen empire that is both an obstacle to expansion and an opportunistic target.

The core territories of all 3 empires are strongly protected, with most of the competition and virtually all of the physical conflict occurring in the frontier buffer zones and depopulated resource rich regions. Space is both a conflict zone and partially covered by treaties.

Insert global map

The fate of each of the 195 UN recognised countries that existed in 2026 is listed in Appendix A. Please be warned that reading this may upset you.

2.2 Human history 2030 - 2100

The seventy plus years between today and 2100 have been brutal. Hybrid warfare started in 2020 and incrementally increased in intensity. An initially very complex mosaic of alliances and non-aligned states, was redacted by attrition and geographic limits, leading to the evolution of the 3 empires.

The USA left NATO in 2030 and continued its self-destructive and isolationist spiral. Strong technological progress expanded its economy but also further increased inequality.

China continued to grow stronger and to start to assert itself as the pre-eminent superpower.

Europe was forced to forge its own path away from the USA and generated an array of global alliances amongst OECD member states.

The post 1945 multi-lateral system, including the UN, the World Trade Organization and the World Bank, was greatly weakened by 2030 and effectively completely collapsed by 2035. Selected elements of the system were absorbed or replaced by Eurasia. Greater China had purchased the votes of most UN states by 2035 and then operated a puppet UN V 2.0 for 5 years.

The death of the Russian dictator Putin in 2035 catalysed the chaotic collapse, invasion and division of Russia and the seizure of its nuclear arsenal by China and the European Defence Force. Europe survived only due to this opportunistic seizure providing it with a real deterrent against Greater China and the USA, thereby halting the ongoing detonation of tactical nuclear warheads in and around its territory.

Large scale biowarfare started in 2040 and resulted in an apocalyptic population crash and the complete collapse of over 120 countries. The borders of the 3 Empires began to form from 2045, when the greatly weakened empires all raced to build outposts in the empty countries for defence or resource extraction purposes.

The period 2050 – 2075 saw a gradual and cyclical process of partial collapse, recovery and consolidation in the 3 empires. Each empire faced its own form of polycrisis. The destructive forces included external military action and cyberwarfare, social instability, shrinking populations, economic collapse, severe climate change and agricultural sector collapses.

The period 2075 -2100 saw the re-stabilization of constraints on nuclear warfare and a gradual consolidation and hardening of the borders of the core zone of each empire. The relative stability and partial stalemate of this period, combined with internal challenges, resulted in the 3 empires each redeveloping at an ever increasing pace.

2.3 Biowarfare and the depopulation apocalypse

Large scale biowarfare was started in 2040 by an evangelistic TechDyne family in what was the USA. The initial virus and the following waves of attacks and infections quickly destroyed most countries and eventually killed over 90% of the global population in less than 10 years.

The murderous original intent of the first attackers was to cleanse the earth with a Biblical plague, leaving only the righteous Christians alive. The actual result was much less selective. The first strike was a pre-emptive infection of China with a genetically engineered influenza virus that infected virtually everyone and killed over 50% of the infected. The virus however was not contained to China and spread worldwide, including back to the USA.

In 2042 Greater China rallied and retaliated against the USA with its own viruses. Biowarfare offensive and defensive measures then became a routine part of global and regional conflict. Waves of man-made pandemics launched from the 2 Empires swept the globe. Only the 3 Empires had sufficient in-house rapid response pharmaceutical and research and development capacity to adequately pre-vaccinate their citizens - and some allies and wealthy foreign citizens.

Most countries were rapidly depopulated during this period, by either evacuation or mass mortality. All those excluded from the 3 Empires without exception died due to biowarfare, state collapse or later armed incursions by 3 Empire military forces.

Only Eurasia had an urgent pro-migration policy during the peak biowarfare period, resulting in a major population rebound and diversification. The highly selective, AI managed and tightly enforced process effectively siphoned the surviving wealthy, well-educated and skilled population segments from 120+ collapsing countries into Eurasia. Only qualifying immigrants were vaccinated. Billions were left behind. Millions were violently repulsed from its borders.

America and Greater China each implemented a tight quarantine and simply exterminated the millions of migrants that attempted to reach their borders.

After its early immense losses and a period of chaos, Greater China rallied and invested massively in protecting all of its remaining citizens and so in total lost only up to 80% of its pre-warfare population.

Eurasia was not initially targeted and so had a precious few weeks of warning to prepare for the first virus. It had also invested massively and pre-emptively in universal vaccinations and response systems. It eventually lost up to 60% of its population, but rapidly rebalanced this in part via the vaccinated emigration wave.

What was the USA applied a racist, ideological and free-market approach to protection. Vaccinations had to be purchased and techdyns controlled the supply chain and the federal government. A strong anti-vaccine culture was embedded in much of the population. The net result was mortality rates of up to 80% and a default cull of most poor, non-white and non-Christian populations.

By the end of the 2040s all 3 Empires had mastered the art of biowarfare defence and were able to greatly restrict the impact of ongoing attacks. Virtually all of the vulnerable populations were already wiped out. As a result the casualty rate from biowarfare effectively levelled out.

The biowarfare arms race never ceased and most of the global environment is now effectively lethal to any human not protected by a suite of biological defences, vaccines and other countermeasures.

2.4 Environment and climate 2030 - 2100

Climate change wreaked havoc from 2030 – 2050. In 2050, global annual average air temperatures rose to 2.5C above industrial levels. Thereafter the climate was progressively and artificially partially controlled by atmospheric geoengineering. The collapse of the interconnected global economy and the death of billions slashed ongoing industrial emissions, but runaway emissions from methane and wildfires continued.

By 2100 sea levels have risen by 2m above pre-industrial levels and continue to rise. Major further increases, in the range of 7m by 2300, are now effectively locked in due to degradation of the Greenland and Antarctic ice caps. The majority of the rise occurred in the period 2050-2100, greatly complicating the survival and recovery of the 3 empires. Due to the cost and ongoing warfare, all 3 empires were not able to effectively defend their coastal assets from flooding. The net result is worldwide bands of empty flooded coastal cities and towns.

In 2100, global scale atmospheric geoengineering is routinely implemented by Eurasia, with the agreement of Greater China. The predominant technology is increasing stratospheric reflection of solar rays, via airborne high altitude seeding with sulfur dioxide, (which remains a very cost effective technology). America is in public at least ideologically opposed to geoengineering as climate is considered the domain of God alone. In practice it freeloards from the climate mitigation and geoengineering efforts of the other 2 empires.

The physical results of the geoengineering interventions are variable and there is no return so far to a pre-2000 climate. CO₂ and methane levels remain very high. The risk of a cessation

of geoengineering and the associated cataclysmic rapid temperature rebound remain a concern to the leadership of all 3 empires.

Environmental degradation progressed inexorably with population, economic growth and climate change until the incremental onset of global hybrid war in the 2030. Thereafter war, economic and state instability derailed the capitalistic eternal growth model and environmental damage started to progress in different directions.

Insects were and are still used as biowarfare vectors and for surveillance and so are constantly exterminated in populated areas. Biowarfare insect countermeasures such as nematodes and viruses wiped out complete insect genre and some associated ecosystems. Most larger fauna are globally or locally extinct. Invasive species of all scales (from bacteria to birds) have decimated and transformed many ecosystems.

The onset of full scale biowarfare completely crushed all remnants of the 20th century geopolitical order and left large regions completely vacant. The environmental fate of these regions varied radically due to both their pre-vacant state and to ongoing climate change. Some ecosystems commenced uncontrolled regeneration, whilst others degraded further or remained sterile. The changing climate, extinctions and invasive species changed the ecosystems – effectively nothing is exactly as it was in the 20th century.

2.5 Greater China society

Greater China is the only empire that resembles its 2025 predecessor. Despite the massive disruptions of the 21st century, the empire has maintained the same single-party authoritarian system created in 1949. All of the newly recolonised territories are treated as provinces of Greater China, whilst Chinese activities outside of their controlled areas are managed as military campaigns.

AI has been fully integrated into the administrative and planning processes of the government, including for the recruitment, training, selection, guidance, promotion and demotion of all individual civil servants at all levels. The top council includes multiple AI avatars of prior Chinese premiers and the premier post is itself held by a highly augmented human that essentially speaks for and liaises with a coordinating AI.

Religion is completely prohibited and access to information is tightly controlled. Society advances according to successive 5 and 20 year plans and all citizens are taught and then allocated their role in the implantation of those plans.

Constant warfare has cut off reliable access to some external raw resources since 2040. Greater China has adapted through the development of a circular economy, including the recycling of the cities abandoned due to population loss, war damage and sea level rise.

The internal circular economy is however too small to enable the global ambitions of the Empire. Shortages remain for multiple metals. Hence the empire has invested in the very costly extension of its core territory into contested areas, via military campaigns, stealth technology and fortifications. This has enabled the restart of some Australian metal mines and subsea mining and submarine sea farming.

The greatest concern of Greater China leadership is the unpredictability and irrationality of its primary foe America. The memory of the biowarfare apocalypse started by the USA has never faded. Hence the complete elimination of America remains its highest military priority.

In 2100, the Greater China population is in the order of 400 million. The population is dispersed throughout the empire. The empire has a long and heavily militarised land border with Eurasia and is constantly at war with America throughout the Pacific Ocean.

2.6 America society

America is an ongoing unique experiment in the complete elite capture of a democratic state and its subsequent reversal to a hybrid feudal state.

For the majority of its citizens, America is a theocratic single party state, governed by a permanent power sharing treaty between the Republican Party and the New Church. The reality is however that both of these institutions are AI controlled puppets of a small number of ruling elite dynasties – effectively extended family clans. These family centred empires, known as TechDynes, evolved from billionaire individuals and large companies gradually purchasing the state institutions of the USA: its politicians, judiciary system, military and administrative arms.

Control of the TechDynes over the USA was consolidated and accelerated from 2030, with the creation of the secret Miami Treaty, which set out the common goals and the outer boundaries of permitted competitive behaviour and started the formal division of spoils.

A major schism developed in the late 2030s between secular and Christian Evangelical TechDynes. This culminated in 2040 with one of the evangelical clans triggering the global biowarfare apocalypse. In the decades that followed, an uneasy alliance of secular TechDynes gradually exterminated all traces of religious belief and the recalcitrant religious clans from the Treaty membership.

The governance structure was then revised, so that in 2100, America is essentially managed by a 200 member board of directors – who remain completely invisible to everyone except the TechDyne core family members. America is operated specifically for the long lasting benefits of members of the Miami Treaty – all state scale strategies and practical actions are agreed in advance at board level and contribute to this goal.

Arranged inter-marriages between TechDyne clans are used both to maintain genetic diversity and dampen overly destructive competition to safe levels.

The Christian religion is skilfully used by AI as an instrument of control and influence of the rest of the population. A large scale but relatively low intelligence fanatical militia known as the JesuFacs violently reinforce the AI sourced messages of the New Church clergy.

Another key control strategy is continued external warfare, which enables ongoing tight governance and redirection of citizen hostility towards the 2 other Empires – who are defined as heretics and heathens that fully deserve the wrath of God.

At the TechDyne level, external recolonization and warfare is communally regarded simply as another line of business and wealth creation. Privately however, all of the TechDyne clans are concerned about 2 risks:

- The ongoing risk of global nuclear warfare.
- A violent takeover bid of the Miami club by one or more TechDyne clans.

As insurance, each family have created their nuclear arsenals and private giant underground bunker complexes.

In 2100, the population is in the order of 200 million, of which less than 10,000 are TechDyne clan members. The population is dispersed throughout the American continent and shares no land borders with the other 2 Empires.

2.7 Eurasia society

Eurasia is an empire that grew from the European Union and the 2040 apocalypse. It grew and changed radically in four stages:

- The collapse and fragmentation of Russia in 2035, resulted in the eastern Russian population and vast territories being integrated into the EU sphere of influence. Ukraine and the Balkan countries were fully integrated at the same time. The European Defence Force grew radically in strength and absorbed much of the Russian nuclear arsenal.
- The internal population collapse from the biowarfare apocalypse of the 2040s was accompanied by long-lasting martial law and the reinforcement of the secular EU, at the expense of both national governments and religious institutions.
- The EU also reacted to the apocalypse with a vaccination, border control and immigration strategy that effectively vacuumed the intellectual elite of over 120 countries into its territories and quickly restored its population. The AI controlled emigration and allocation process dispersed 200 million people into empty homes and depopulated and devastated areas. In addition many incumbents were displaced from their home territories by logistical and biosecurity issues. In combination, these changes effectively erased the majority of remaining incumbent ethnic enclaves and homogenized the population across vast areas.
- As the apocalypse faded, the EU was left with a much larger population and economy than the other 2 empires. It planned ahead and focused on rapid recolonization of viable territories and the securing of its land borders. As a result it was able to reconquer Africa, the Gulf and much of Northern and Eastern Asia. Its expansion halted as it met and fought with a recovering Greater China in the centre of the Eurasian landmass.

In 2100, Eurasia is a centrally governed bureaucracy, with limited democracy continuing at the subnational level. Massive AI and augmented human resources are employed at the central level to operate and further develop empire scale systems including transport, education, health, agriculture, housing and defence.

Over 50 years of constant demographic analysis, targeted incentives and professional post moves has thoroughly blended the post 2040 populations and removed both poverty hotspots and ethnic enclaves. The compulsory early and continuing education systems place a strong emphasis on logic, facts, science and collectivism and thereby suppress faith based religions of all types.

In 2100, the Eurasia population is in the order of 500 million.

2.8 Human health and augmentation

The health of humans is variable but overall higher than the average of the 20th and 21st centuries. State controls and/or religious ideology effectively suppress many of the previous addictions and bad health industries and habits. The reduced populations and robotics have generally matched food production to ongoing needs, but disruptions and episodic nutritional issues continue.

Compulsory and/or powerful family planning schemes and technological advances in all empires have driven the birthrates back up in an effort to rebuild the populations from the historical lows of the 2040s.

Advances in biotech have increased the average life expectancy of humans born in 2100 to 125 years. This figure excludes the ongoing severe impacts of inter-Empire warfare and climate change linked disasters and resource shortages. The very old require extensive medical support and as such extreme longevity for its own sake is not broadly supported – except by and for the TechDyne clans.

The most visible change in humanity is augmentation. Networked electronic devices are now embedded in all citizens of the 3 Empires. They provide a range of benefits and controls, including health support, memory and analysis upgrading, decision support and behavioural steering.

At the most basic level, the health parameters, geolocation and financial transactions of all humans are now continuously monitored by AI controlled systems. All empires significantly augment their military personnel. All empires have a small cadre of heavily augmented humans, who have deeply embedded superhuman hybrid human-AI systems and live effectively online and in virtual reality.

Beyond this, the level of augmentation and overall approach varies radically between each empire:

Greater China. Selection for further augmentation and leadership is AI controlled, based on furthering the goal of empire stability and growth. This resulted in an IQ and collective loyalty algorithm and the creation of a permanent intellectual and political elite – forming at most 5% of the population. Non-performing citizens have punitive implants, which intervene to prompt improved behaviour and stop undesirable behaviour. Working with the state security AI, the implants can execute the individual in the most extreme cases.

America. The most advanced augmentation is reserved for the TechDyne clan members and virtually anything is permitted. Competition between the clans has driven innovation and specialisation, with some members of each dynasty volunteering to become heavily augmented.

A more basic level of augmentation is awarded to loyal Republicans and JesuFacs. All of the population below the TechDynes are subject to a basic and controlling form of religious indoctrination. Non-performing citizens have punitive implants.

Eurasia. Augmentation is government funded and overseen, but also partially free to individual adult choice and innovation. The result is almost universal augmentation to a relatively high level, with a similar trend to America in the creation of a small cadre of intellectual superhumans. The diversity of augmentation is very high, which drives innovation and flexibility, but also creates social management issues. Convicted criminals have punitive/confining implants.

Overall, the approach to augmentation is proving most successful in Eurasia, as the average intellectual/hybrid capacity of the total population is substantially higher than that of America and slightly higher than in Greater China. Eurasia also has the largest population of the 3 empires. AI agents also have more intellectual space to deliver benefits in Eurasia than the other 2 empires. The net result is that Eurasia in 2100 is technologically the most advanced of the 3 empires but also the most internally diverse in intellectual terms.

2.9 AI and robotics

In 2100 the main constraints on the use of AI and robotics are resources. The planet is damaged, depleted and unstable. All 3 empires struggle with reliably accessing some specialist raw materials and electricity at the scale needed to fully exploit the potential of the technologies. Each empire also aims to deprive the other empires of what they need. Fundamental shortages and supply chain disruptions in key resources such as fresh water, hydrocarbons, minerals and organic matter keep the empires occupied with both coping strategies and developing longer term solutions.

Nonetheless, in 2100, a great deal of the general infrastructure used to support the populations is automated – managed by AI and implemented by robots/semi-autonomous machines. Sectors such as transport, construction, utilities, healthcare, agriculture are heavily automated.

Defence is highly automated, but also tightly monitored given the cyber warfare risk of system hacking. Outside of the 3 empires, the militarised land, sea and air environment is so lethal to humans that most battles are fought between semi-autonomous machines and swarms of micro-combat systems.

2.10 Agriculture

The agricultural production capacity of the planet in the 21st century was repeatedly ravaged by multiple disruptors: climate change, ecosystem degradation, invasive species, economic collapse, depopulation, general warfare and biowarfare. Hence global food production peaked in 2030 and after the 2040s only recovered to 20% of its previous levels. Free global trade in agricultural commodities effectively ceased in 2040. The geographic patterns of food production and systems thereafter changed radically to adapt to constant warfare and climate change.

Each empire is now 100% agriculturally autonomous, with large scale farming occurring only in the heavily defended core territories. Factory farming is the norm, with substantial vat based production, using bacteria, yeasts, fungi, other microbia and insects as the biological source material.

2.11 Warfare

Warfare is constant and global but also partially contained in 2100. The most intense theatres of war are space, the oceans, Antarctica and the Greater China-Eurasia border zone.

The nuclear threat of MAD – Mutually Assured Destruction still holds. All 3 empires are in the potential Northern Hemispheric fallout path of heavy attacks on the other 2 empires. All empires still hold enough viable warheads to trigger MAD and nuclear winter. Hence there is no treaty but the detonation of large scale nuclear warheads has stopped. Tactical nuclear weapons are still used to attack outposts and in space.

Biowarfare is uncontained and routinely deployed, often as an area-denial strategy. This has resulted in vast stretches of territory being heavily contaminated with an array of lethal genetically engineered pathogens.

Chemical warfare is essentially obsolete and only used on a tactical scale.

Weaponry in 2100 is characterised by its autonomy, diversity and targets – most weapons are robotic and designed to defend against or hunt other robots. Miniaturisation, nano-weapons, swarm and stealth attacks are established trends.

2.12 Space

Orbital space is a permanent combat zone, with poorly delineated treaties protecting non-military geostationary satellites over core Empire territory. Everywhere else orbital devices either hunt or are hunted. Fast moving debris from 70 years of conflict effectively clogs the lower orbital regions. Cleaner satellites continually sweep debris out of orbit, generating a near continuous re-entry lightshow.

Efforts to colonise the moon and Mars proved overall uneconomic and the bases and shuttles proved too vulnerable to attack. The attention has shifted to attempts to mine asteroids using mobile and well defended robotic flotillas.

2.13 Art

It is envisioned that the 3 Empires will foster different art cultures and forms and even have a different appreciation of beauty:

Greater China The potential positive and negative contributions of art to furthering the aims of a fully totalitarian state will have been studied and a sanctioned strategy implemented. I foresee large numbers of grandiose patriotic works and omnipresent soporific installations for social conditioning.

Some flagship infrastructure and engineering items such as spacecraft will be visibly augmented to generate awe and patriotic fervour.

Time spent in uplifting art-augmented environments may be provided as a reward.

Historical art will be publicly accessible but tightly curated to reflect the empire strategy of rewriting history for patriotic purposes.

America. The TechDynes will have essentially unlimited personal resources for art creation and collection and art will be integrated into the eternal competition for status and prestige. As such, some truly extravagant and astounding privately owned art pieces are anticipated.

At the bottom end, art as a liberal means of expression is forecast to be comprehensively repressed, with religious art making a comeback and again more soporific installations used for social conditioning.

Historical art will all be privately owned by the TechDynes and inaccessible.

Eurasia. Art will be one of the low-risk topics where a moderate level of personal freedom is permitted by the AI bureaucracy. Hence a great diversity of artwork is forecast. The tight controls on resource usage and the relatively high levels of human equality mean that very large works are rare and always state commissioned.

The vast trove of historical artwork from across the globe will be treasured as a core part of the Eurasian identity and a differentiator from the other 2 empires.

2.14 2100+ : The start of another century of conflict

In 2100, change is brewing after nearly a generation of partial stability. Greater China has immense ambitions and has partially rebuilt its population and advanced its industrial-military complex. It has a 200 year strategy, which goes well beyond military conquest and effectively requires the phased extinction of all non-Chinese humans. It is now ready to trigger the first stage of what it plans as the final conflict.

Its first and primary target is America, which remains its primary adversary after 90 years of competition and 70 years of conflict. Its aim is to weaken and destabilize the empire, triggering its collapse.

Greater China considers America to be more feasible to conquer than Eurasia due to its inferior technical capacity, its structural/ideological flaws and lack of internal unity. It considers Eurasia not so much as a current threat as an unacceptable obstacle to the achievement of its longer term plans.

Once America is conquered, depopulated and colonised by Greater China, the latter plans a second 50 year period of growth, consolidation, technical progress and treaty based stability to enable it to grow much stronger than Eurasia. Thereafter it plans to conquer Eurasia and create the Chinese Global Empire.

After that is achieved, it has radical plans, which it believes it can only achieve in the complete absence of competition, interference and the drain of warfare. Its three ultimate goals are:

- Further modify the genetic foundation of Chinese humanity, to develop better and more loyal individuals and hence a more unified and capable population and empire.
- Both heal and further develop the entire planet.
- Gradually expand to other planets.

The preparation efforts of Greater China have however been well noted by both America and Eurasia and so they are also gearing up to respond. So whatever happens after 2100 will, as is commonly the case with humanity, be forged in the furnace of war and its aftermath.

3 THE ARTWORK

3.1 Introduction

The 3 Empires Scenario supplies the inspiration, but I still need to turn the ideas into physical and/or digital reality.

I am desk researching both traditional and cutting edge technologies for artwork production and developing plans with respect to the techniques and materials I will use. In parallel I am researching how to integrate AI into my artwork and starting to train myself in its use. Finally I am augmenting my skills in CAD and digital modelling software.

At this stage I foresee working with the following media:

- Digital art, primarily static – with potentially some animation in the longer term.
- Epoxy resin – via silicon rubber mold making and casting
- Stainless steel
- Enamel on steel.
- Augmented concrete.
- Acrylic paint – for concepts, prototypes and backboards.

I anticipate the first artworks worth sharing to be developed no earlier than Q4 2027.

3.2 Artwork concepts

Below is a first pass list of some of my ideas. Clearly, I currently have way more ideas than production capacity, so I need to focus on the latter.

Home 2100

- Surveillance dragon
- Knowledge vault
- Educational texture/sensory units

Microrefineries

- Reaction threadlines
- Reaction cells

Military robotics

- Infiltration missile
- Microbot termites
- Sabotage micromites
- Biowarfare micromites
- Micromines
- Centipede microbot hunter

Environmental and climate management

- Environmental monitoring kingfisher
- Geoengineering jet glider bird
- Microplastic sieving mantra ray

Appendix A – The year 2100 fate of the 195 UN countries of 2026

Appendix B – Concept notes for specific artworks