



# **Freshmen Orientation Camp 2019**

## **Creative Media Publicity Proposal**

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## 1. Creative Media Committee

S/N	Name	Year of Study	Designation	Contact Details
1		Freshmore	Director of Creative Media	
2		Freshmore	Creative Media Executive	
3		Freshmore	Creative Media Executive	
4		Freshmore	Creative Media Executive	
5		Freshmore	Creative Media Executive	
6		Freshmore	Creative Media Executive	
7		Freshmore	Creative Media Executive	
8		Freshmore	Creative Media Executive	
9		Freshmore	Creative Media Executive	
10		Freshmore	Creative Media Executive	

## 2. Theme and Plot

### a. Theme



Figure 1: Orientation Logo

Olethros in Ancient Greek translates to destruction, describing the orientation plot where the 4 factions fight amongst themselves to secure resources, in order to ensure their own faction's survival in a desolate world of scarcity. In orientation itself, the 4 factions will fight for a critical bundle of resources that allows for their escape from the dying solar system. Even in the prologue story of orientation, which recounts the reason for human's concentrated efforts in space exploration after environmental destruction on Earth, destruction is still a prevalent concept. However, Olethros contains a positive connotation as it is the destruction required for a new start, just as how the humans in the plot yearn to escape to a new star system to escape the dying one. This word carefully embodies the entire concept of the orientation plot, and is hence selected to be the theme name.

## b. Chronological Progression of Plot:

<p>Background:</p> <p>In the 26<sup>th</sup> century (epitome of capitalism), Earth was run by 4 mega corporations who specialised in 4 key areas of technology essential for society in the future. (1) As a result, their size and influence far exceed that of reigning government, inevitably diversifying and expanding across all sectors in their corporate society. Ultimately, they evolved into a form of governance themselves, eventually replacing all the different government with these 4 corporations, known as the 4 factions. Future generations are then born into and pledged loyalty to these factions. These factions are recognised by their characteristic traits that allowed them to thrive:</p> <p>Nova: Resourceful Vela: Proactive Pyxis: Analytic Auryx: Creative</p> <p>Late 28<sup>th</sup> century saw leaps and bounds in space exploration efforts as the total human population size on Earth grew too big to be sustainable. During moon mining, exotic space matter critical to the development of superluminal warp drives as well as traversable wormholes was discovered, reducing the duration of long space travels by several folds. However, this technology posed several problems: it is extremely dangerous to the health of humans due to the unstable nature of the exotic matter (which may cause spontaneous collapse of the wormhole, completely annihilating everything travelling within), and such matter was hard to come by without active mining on matter-rich planets, aside from Earth's moon. In 2774, the spontaneous collapse of a large experimental</p>	<p>(1) Origin Story of the factions</p> <p>A pharma-tech company (PANV Pharmaceuticals) created pseudo-sentient android technology in order to bring the human race to greater heights, citing greater life expectancies and overall improvement to the standard of living. Upon this momentous breakthrough, the directors of PANV Pharmaceuticals soon realised the tremendous implications of such technology, and the various ways it could be exploited. They had a falling out, as each of them had different designs for the technology.</p> <p>Medium: Orientation website. This information will be supplied after the website goes live and before the start of orientation 2019 to provide a prelude. A brief version will be presented during the opening ceremony as well.</p> <p>(2) Origins of cydroids</p> <p>[According to the plot progression] Summarising, cydroids are created when humans were driven underground to hide from the toxic environment of Earth surface, as a mean to explore space without putting strain on the fragile human body. Cydroids are controlled by human minds which have been linked up onto a cloud system, while the physical bodies are stored away securely (this is because the human mind cannot sustain itself independent of its physical body). Cydroid bodies are constantly being manufactured in outer space as faction population increases, for the young humans to join in space exploration when they come of age.</p>
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<p>wormhole on Earth resulted in the devastation of much of Earth's surface, rendering most of it unlivable. This led to a ban on the creation and maintenance of wormholes on Earth. Humans were driven to live in secure underground bunkers that protect the fragile human bodies from the intense radiation of the decomposing matter.</p> <p>The 4 factions colluded and created Endroids, whose purpose is to restore Earth's environment back to habitable conditions. The factions then split and lived in separate bunkers. Over the next 3 centuries, each faction engaged in secret researches on the refinement of exotic matter such that some extent of faster-than-light travel is possible. Wormholes are repurposed for the use of instantaneous communication over large distances by the means of a cross-spatial antenna. Special robotic bodies which are able to withstand the heat within a warp ring, termed as 'Cydroids', are developed for the purpose of space exploration in the furthest reaches of the Milky Way Galaxy (2). Biomedical technology has also advanced sufficiently that human brains can be kept alive indefinitely using life support even in the absence of other biological functions. Space exploration corporations (Nova, Vela, Pyxis, and Auryx) begin to recruit old and dying people to be pilots for Cydroids via a neural-cybernetic link, even after the expiry of their biological bodies. In this way, tens of billions of Cydroid pilots exploring and colonizing various areas of the galaxy are accumulated by the turn of the 31st century. These cydroids are remotely controlled by humans on Earth through each faction's cloud system.</p> <p>Current: (13) In the year 3007, technological advancements allowed humans to remotely control cydroid bodies to explore and colonise</p>	<p>Medium: Orientation opening ceremony as part of the opening performance by OGLs. The strengths of each faction will be presented too.</p> <p>(3) Records of past sabotage attempts by other factions</p> <p>Reports and news articles from each faction of attacks on their wormholes, which has caused significant setbacks in the progress of their space colonization. This is to show the rivalry between the factions as they compete to take over planets and resources.</p> <p>Medium: Reports uploaded on the orientation website with HTML password protection on the respective faction subpages</p> <p>(4) Researches and blueprints dedicated to wormhole construction</p> <p>Description: Information pamphlets dedicated to showing how important the blueprints are, and how involved each faction is in developing more stable wormholes with lesser resources. Some pamphlets will highlight the type and amount of resources required, and some will predict the estimated quantity of these resources left available in the galaxy/their colonised areas</p> <p>Medium: Reports uploaded on the orientation website with HTML password protection on the respective faction subpages</p> <p>(5) OG Head's war rally</p> <p>Before any games with other factions, these war rallies will be sent out to the freshies to</p>
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<p>planets within the galaxy, primarily for resource gathering and ensuring the survival of the factions. This is done through sending information packets to active cydroids through constructed wormholes located at undisclosed coordinates in the galaxy. Each faction kept their wormholes locations secret in fear of sabotage (3) by other factions.</p> <p>Due to extensive colonisation and wars between the factions over planetary control, resource levels in factions and minable resources in the solar system approaches dangerously low levels (7). Fortunately, Uranus was discovered to contain an abundance of exotic matter (4) necessary to construct a megawormhole capable of connecting 2 star systems together, allowing for the factions to escape the dying solar system. Unfortunately, the factions were unwilling to divide the resources, and the issue quickly devolved into a violent conflict.</p> <p>During a particular fight (5) (6) (dry mass game), a significant number of cydroids from each faction, specifically those in leadership roles, went rogue. Back on earth, some Endroids gained sentience in the process of restoring Earth's environment and discovered that humans were the reason (9) for the environment's destruction (10). They repurposed themselves to rid Earth of humans to eradicate any possibilities of the environment being destroyed again (8). Some found the high security underground bunkers that held the bodies and infiltrated the cloud system, forcefully hijacking controls over some cydroid in leadership roles (the OGLs). Their aim is to destroy humans from within their factions.</p> <p>As the factions fight against one another to secure dwindling resources, they must find out</p>	<p>spur them to 'fight' for their factions during the games.</p> <p>Medium: Mass telegram message to be sent out by OG heads</p> <p>(6) Endroid Announcement of Infiltration</p> <p>Endroids will announce their infiltration and promise of destruction from within all the factions during the dry mass games</p> <p>Medium: Announcement during dry mass game</p> <p>(7) Classified reports of critical resource shortage</p> <p>Description: Information reports about the shortages of resources in each faction, and the areas of research that will be impeded as a result, including wormhole development. This is to suggest the extent of desperation of each faction to secure the resources on Uranus for themselves.</p> <p>Medium: Nightwalk</p> <p>(8) Endroid sentience</p> <p>[According to plot progression] This particular section will be presented briefly during the games, and presented in full when freshies solve puzzles to discover more the backstory of the endroids' aggression towards humanity.</p> <p>Medium: Some information will be presented during nightwalk to suggest Endroid sentience, and hints will be shown during nightwalk to encourage freshies to solve side puzzles in the telegram bot to understand more of the Endroid backstory.</p>
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<p>and isolate (11) the hijacked cydroids among their leaders (12).</p> <p>Ending: The faction that accumulated the most points at the end of orientation secures the entire planet and essentially the survival of their faction. The other faction slowly dies out due to the lack of resources.</p> <p>If the winning faction can identify at least one OGL who is an ENDroid, they can track down the rest of the ENDroids in their own faction and be presented with the option whether to purge the ENDroid program or not. This will lead to two separate endings which will be conveyed through a video:</p> <p>Purge: Current ENDroids program will be erased and remade. The winning faction extracts the resources successfully and is able to leave the solar system. However, the rest of the factions were left in a dying system, hence they logged off the cloud system and returned to earth, spending the rest of their human years on earth which has been once again restored to a habitable state.</p> <p>Don't purge: The winning faction works with the ENDroids to develop regulations to ensure environmentally sustainable of future mining projects of the faction. This led to much higher efficiency and safer extraction processes, allowing for more usage out of the same unit of resource. Working together with the technology possessed by other factions which was leaked by endroids in those factions, the resources were synthesized more effectively that it was sufficient to propel all the factions out of the dying solar system. Everyone lives.</p>	<p>(9) Reports of pollution levels on Earth</p> <p>Newspaper articles of pollution levels on earth approaching and ultimately reaching dangerous levels for the survival of humans on the surface. Some articles will report that humans are driven underground and separated into their 4 factions. Some reports will have endroid annotations to suggest that these discovered reports were the cause of aggression.</p> <p>Medium: Reports uploaded on the orientation website with HTML password protection on the respective faction subpages</p> <p>(10) Reports on the final destruction of Earth's environment</p> <p>Articles detailing briefly what were the key events that caused the rapid degradation of earth to its current uninhabitable state</p> <p>Medium: Information pamphlets placed around during dry mass game.</p> <p>(11) Method to defeat the Endroids</p> <p>After the endroids reveal themselves during the dry mass game, the orientation telegram bot will send a puzzle to all the factions. Upon solving will reveal that the Endroids can be neutralized, but only when their guard is the lowest during the final faction war (wet mass game) on the last day of orientation.</p> <p>Medium: Telegram bot puzzle</p> <p>(12) Log report of endroid infiltration</p>
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	<p>Revealed log report of infiltration of the endroids into the faction leadership, detailing how many endroids are in each faction and the sabotage that has been laid down. A puzzle will be encoded within. Solving it will reveal a secretly filmed video tape of all endroids that have infiltrated all the factions, gathered in one place. Details of the video is as below.</p> <p>Medium: Dry mass game hackbook, puzzle, video</p> <p>(13)            Endroid -&gt; ENdroid -&gt;                     ENDroid</p> <p>Over the course of orientation, the endroids will be written in a different form, highlighting their purpose of destroying the humans by capitalizing on the END</p> <p>Medium: Messages scrawled around dry station games and all information dissemination.</p>
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### 3. T-shirt Designs

All T-shirt designs are to be A4 in actual size.

#### a. Orientation T-shirt



Figure 2: Front of Orientation Shirt



Figure 3: Back of Orientation Shirt

**b. House T-shirts**

**i. Nova**



**Figure 4: Nova Logo**



**Figure 5: Nova House Shirt**

ii. Vela

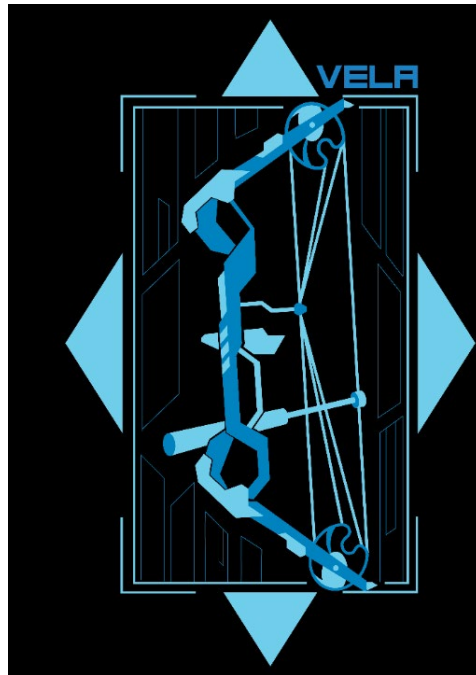


Figure 6: Vela Logo



Figure 7: Vela House Shirt

iii. Pyxis



Figure 8: Pyxis Logo



Figure 9: Pyxis House Shirt

iv.     Auryx

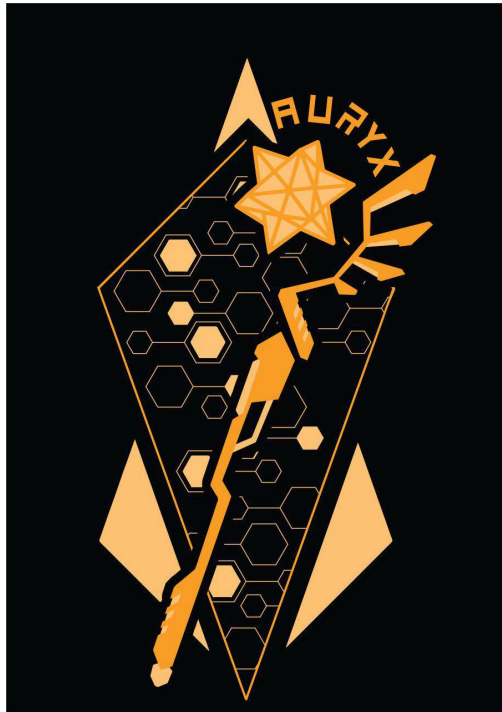


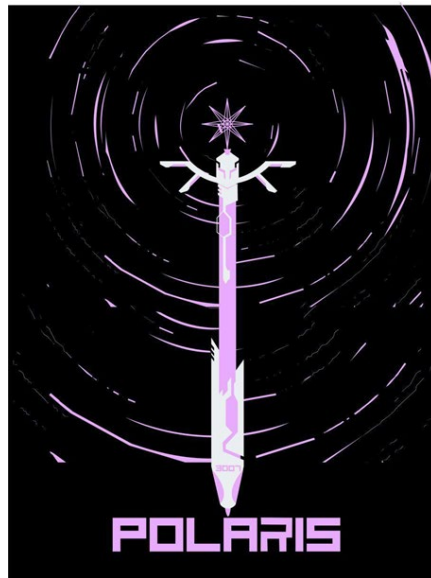
Figure 10: Auryx Logo



Figure 11: Auryx House Shirt

**c. Other T-shirts**

**i. Creator (Main Orientation Committee and Subcommittee)**



**Figure 12: Creator Logo (Polaris)**



**Figure 13: Creator Shirt (Polaris)**



ii. **Orientation Group Leader (OGL)**

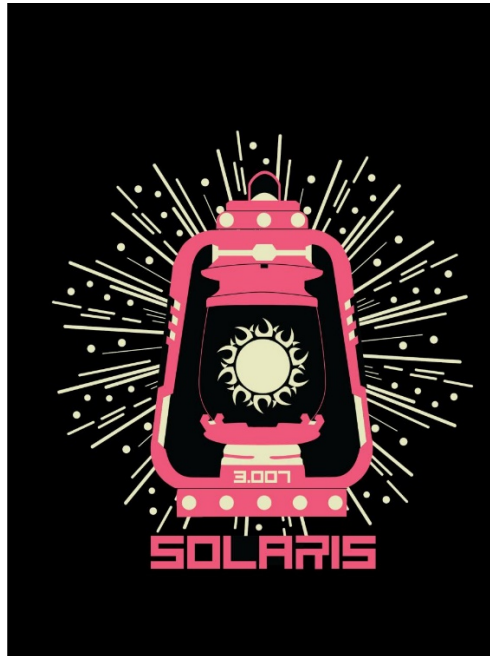


Figure 14: OGL Logo (Solaris)



Figure 15: OGL Shirt (Solaris)



iii. Camp Executive

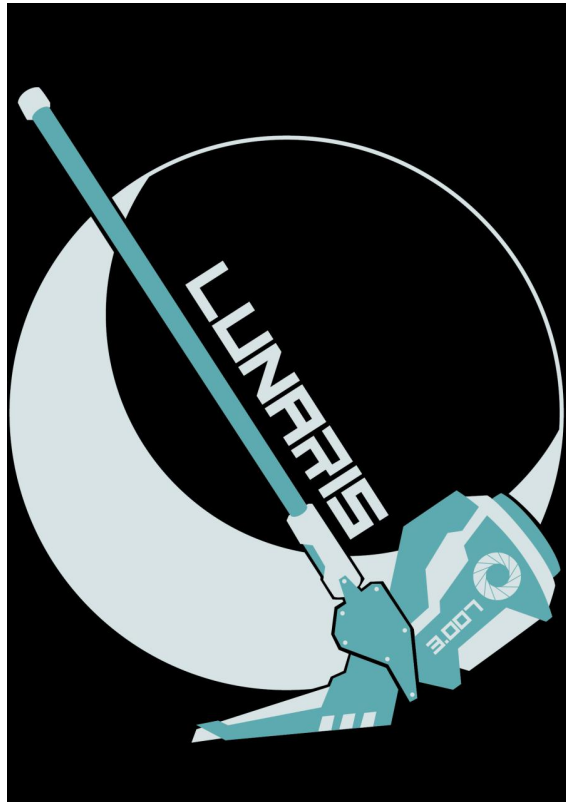


Figure 16: Camp Executive Logo (Lunaris)



Figure 17: Camp Executive Shirt (Lunaris)

#### **d. Back of Black T-shirts**

For all Black T-shirts (House T-shirts, Creator, OGLs and Camp Executives), the design of the back will be as follows:



**Figure 18: Back of black t-shirts**

## 4. Orientation Write-up and FOC Registration Form

### **Orientation 2019: Olethros**



**Orientation 2019: Olethros** is set in a time of inter-galactic exploration, featuring 4 factions at war for rapidly depleting resources left in the local galaxy. Compete with your fellow faction comrades against others in exciting challenges to emerge as the last faction standing. Beware, there may be external dangers infiltrating the faction ranks, determined to destroy every human completely... May the strongest faction prevail in the age of resource scarcity. Visit us at \_\_\_\_

#### **1. Meeting Time**

Orientation will begin on 15<sup>th</sup> May 2019 at 1700. The camp will end on 18<sup>th</sup> May 2019 so you are recommended to stay overnight in your hostel from 15<sup>th</sup> May 2019 onwards. Your Orientation Group Leaders will be contacting you before the camp to disseminate more information.

#### **2. Registration and payment**

Upon completion of your OPEx, please submit the orientation camp registration form and cheque by 27<sup>th</sup> April 2019 (date can be found on page \_\_ in the Freshmen Guide) to One Stop Centre, 8 Somapah Road, Building 3, Level 1, Singapore 487372. The orientation registration form can be found under the 'Forms' section in the Freshmen Guide, page \_\_\_\_.

Camp fee is SGD 53.50 (inclusive of 7% GST). Please make cheque payable to “Singapore University of Technology and Design” and write (i) your full name, (ii) Student ID, (iii) “Orientation 2019” on the reverse side of the cheque.

For International Students (who are not in Singapore), you may email a scanned copy of the completed registration form to [studentlife@sutd.edu.sg](mailto:studentlife@sutd.edu.sg) first. You can then submit the original completed form and make the payment on Matriculation Day itself.

### 3. Packing List

The recommended orientation camp packing list is as below. Please exercise personal discretion for the items to be brought and their respective quantities.

S/N	Item	Quantity	Remarks
<b>Attire</b>			
1	T-Shirt (Short Sleeves)	3	2 dark coloured shirts (for wet games)
2	Shorts	5	
3	Night clothing	2	Optional
4	Undergarments	5	
5	Sneakers/Shoes	1	Must be comfortable walking long distances
6	Socks	4	
7	Slippers	1	Compulsory for wet games
8	Towel	1	
9	Smart casual wear + formal footwear	1	
10	Small backpack	1	For personal belongings during off-campus activities
<b>Toiletries</b>			
1	Showering accessories		Soap, Shampoo, Conditioner, Toothbrush, Toothpaste, etc.
2	Basket	Optional	To contain showering accessories
3	Towel	2	
4	Sunblock	Optional	
5	Bed sheet	1	Bed sheet is not provided in hostel
6	Pillow and pillow case	1	Pillow and pillow case is not provided in hostel

<b>Miscellaneous</b>			
1	Portable Charger	1	<i>It may be useful for the amazing race on the last day!</i>
2	Writing Materials	Optional	
3	Water bottle	1	<i>Essential for keeping yourself hydrated throughout the camp</i>
4	Plastic bags or Laundry bag	1	<i>For soiled clothing Washing machines are available but are subject to availability</i>
5	Watch	1	
6	Hair ties/Clips	1	
7	Clothes hangers	3	
8	EZ-link card	1	<i>With a value of at least S\$20</i>
9	Cash		<i>Less than S\$30 (OCBC &amp; DBS ATM Machines are available)</i>
10	Snacks	Optional	<i>Personal consumption</i>
11	Sunglasses	Optional	
12	Spectacles band	Optional	<i>Highly recommended for vigorous activities</i>
13	Cap	Optional	
14	Umbrella	Optional	
15	Personal medication		<i>For any pre-existing medical condition and as instructed by the doctor</i>