

HYPERTOPIA

An Exhibition by: Sean Engler

Hyper-(prefix): Beyond Topia: The lived physical place

I live in a dream world. A place that is beyond my physical reality. Where normal household objects become spaceships. I put myself as a character in fantastical stories while I am living my day-to-day life. Ever since I was a kid, I have written stories and drawn characters. Being careful to articulate details like weapons, armor, vehicles, and setting. I was never confident in any of the stories that I wrote. I never could find a conclusion and they all stayed unfinished. This is the first story that has come to fruition. This exhibition is a paring of functional and fictional design and illustration. Everything on display was formed from imagination and everything has a fictional story.

Hypertopia is a display of three fictional brothers. They took passions from their childhood and started businesses that allowed them to create in their own personal ways. These brothers got together and began to create a narrative based on a childhood story that they father told them. They created the fictional world of Submersion Tide. With this, they produced illustrated novels and have started on the production of a movie.

This collection of work touches on underlying topics of politics, race, lose, and doing the right thing even when its hard. My goal is to create a story that everyone can approach. Anyone no matter of their age, race, gender, or religion. I want my work to be inclusive to all people in all walks of life.

The concept for my story derived from my love of space and my weary hesitation towards the unknown depths of the ocean. Simply put, I thought marine life could be aliens. So instead of going to the stars, my story takes to the depths of the ocean. This morphed into a complex story of world domination though waring countries and political dictatorship. But a lowly scientist and unlikely companions become hero's and friends. This story asked if the hero ever fits the adventure or if a hero can be anyone who wants to fight for what is right.

Everything has a story. Every person, every place, every brand, every product. My job is to be a storyteller. I just use art to complete that task. My medium is Graphic Design. I use digital and traditional techniques to create meaningful brands and products with rich and relatable back stories that connect with audiences on a deep level. I believe that the greatest's works of art come from a well-designed backstory in a world that anyone can step into. Whether the world is real-life or fictional.

建筑



Adventurer | Scientist | Friend

My best friend, a creative counterpart, protector of nature, passed away on July 21st, 2020 from a fall in Glacier National Park. This turned the world upside down for everyone that knew and loved him. But family and friends gathered, supported one another, and cared for each other.

I never got to say a final goodbye. He will never meet my wife or my future kids. His life was cut so short. I miss him very much. Many people would see the death of a friend as nothing but pain and sorrow. But as the celebration of Josh's life continues on though friends and family, the world becomes a brighter place. His life is a constant reminder to love others unconditionally and to fight for the least of these. To be bold, face uncomfortable situations, and right what has been wronged. Remembering him shows others how to stay rooted in faith, slow down and admire the work of The Creator, and to share it with others. He reminds me to be honest, vibrant, kind, welcoming to others, to laugh, and to create beautiful things.

When starting this collection of work called Hypertopia, I reminisced over all the make believe stories we created as kids. How they were filled with adventure, conflict, problem solving, teamwork, and wonder. How when we shared the same space it seemed like we were transported to a different world. I thought about how we would draw characters, talk about how the armor would look, and use sticks to sword fight in the back yard. I took all these memories and started to compile and create a world that would continually remind me of these things.

Every good story has a main character. If I were to write a main character, he would fight for what was right, be protective of men and nature, and he would be bold in his actions. He would be loyal to friends and family, be rooted in what he believed, and be genuine and compassionate. He would have a gentle sprite but be fearless. He would be smart and clever. So I created my main character this way. I wanted to honor Josh by basing my main character Ben Kendell on who he was. Writing Submersion Tide is a way that I get to continually remember Josh. This is one way that he gets to live on.

I am dedicating this to Josh, my friend, my brother, my fellow adventurer.





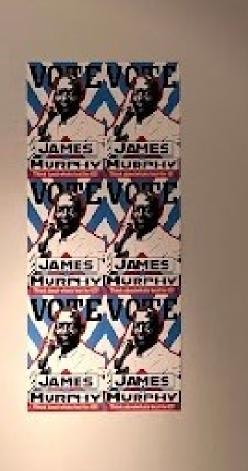








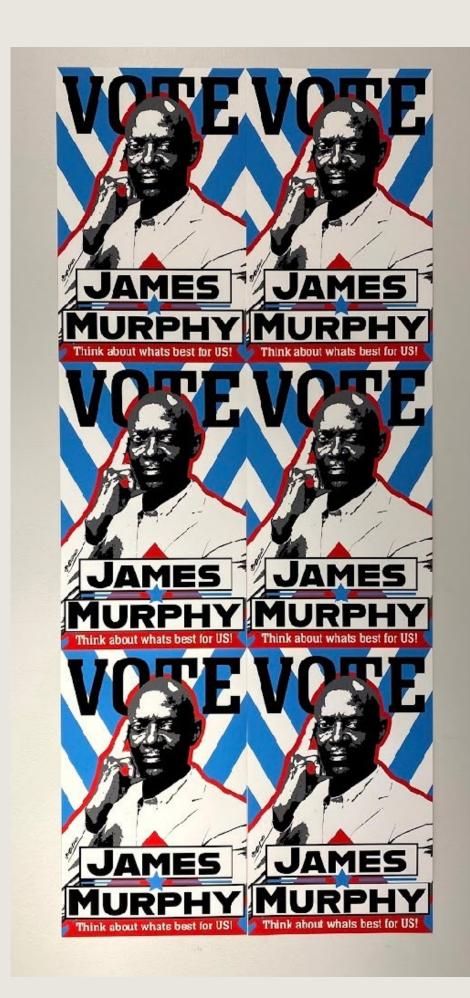




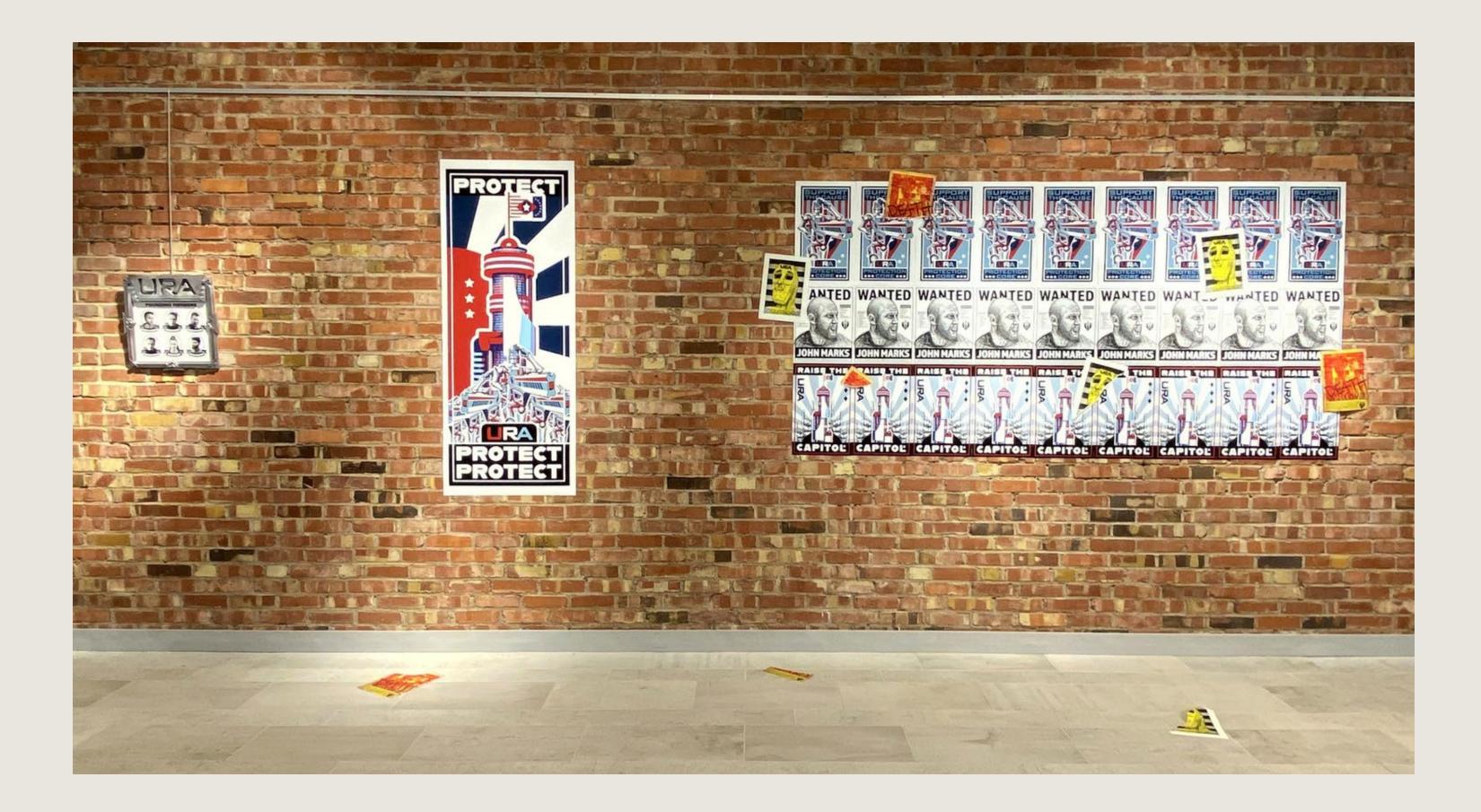




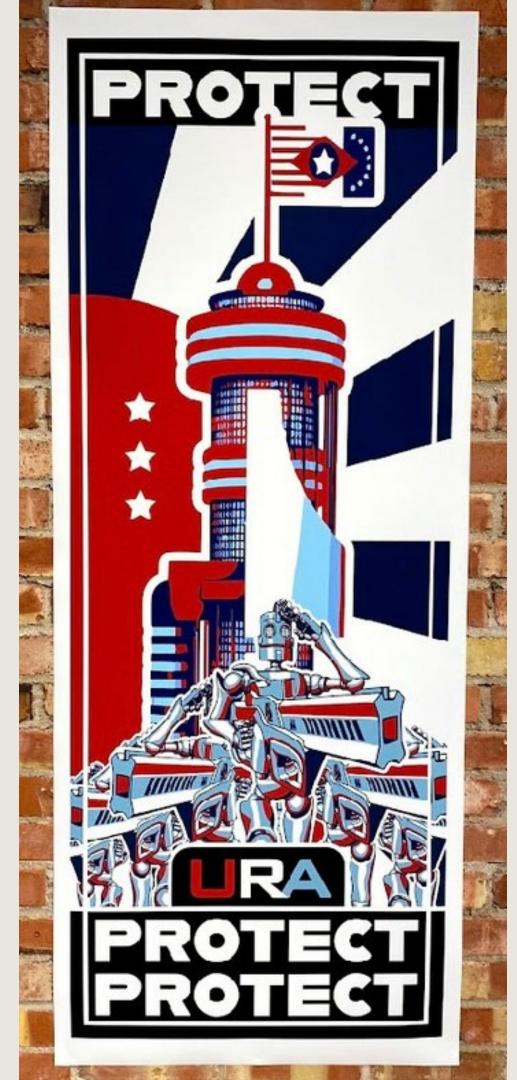
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Join the Cause
Pronto Plate Lithography
2023

URA Flag Bowl
Screen Printing & Lithography Paper
Sculpture
2022





It Belongs to Them
Lithography
2022



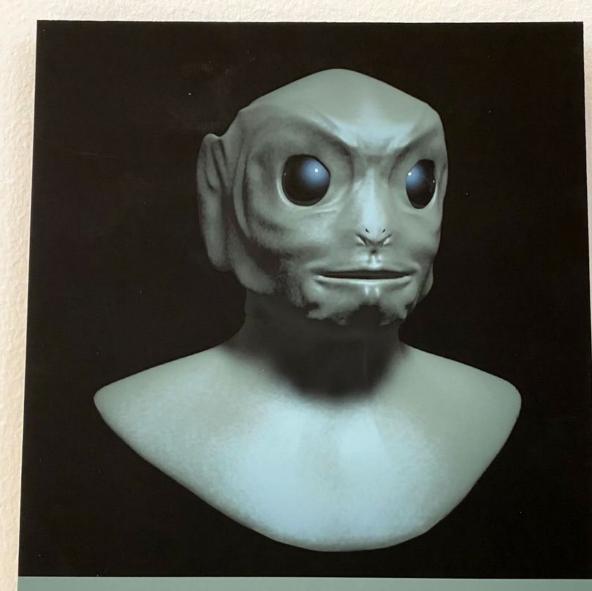






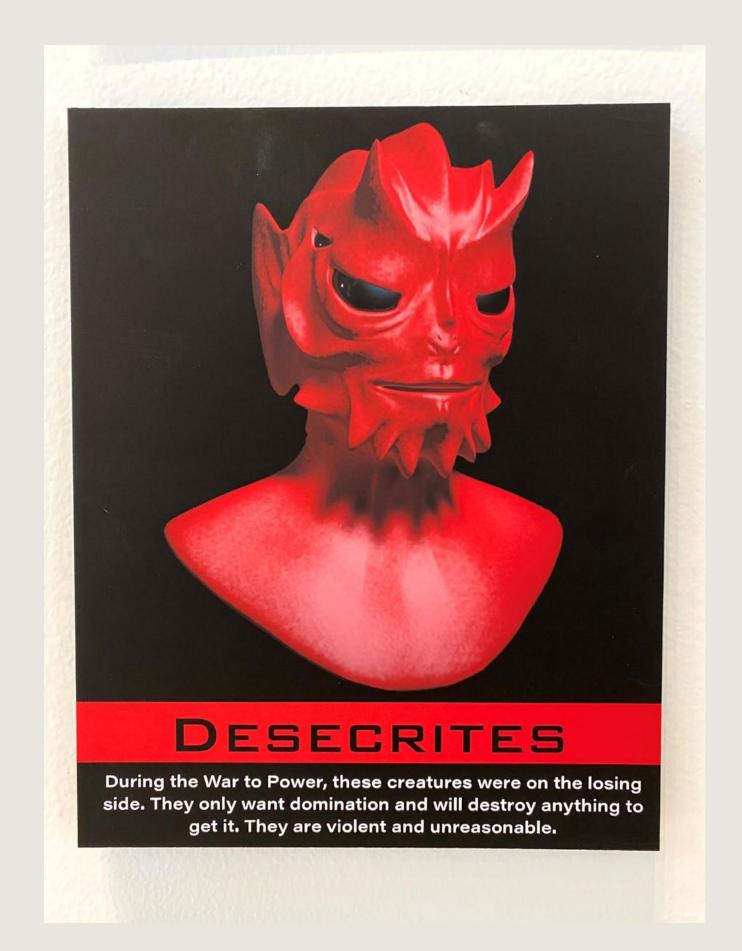


Krakgonian Class System 3D Render (Concept Art) 2023

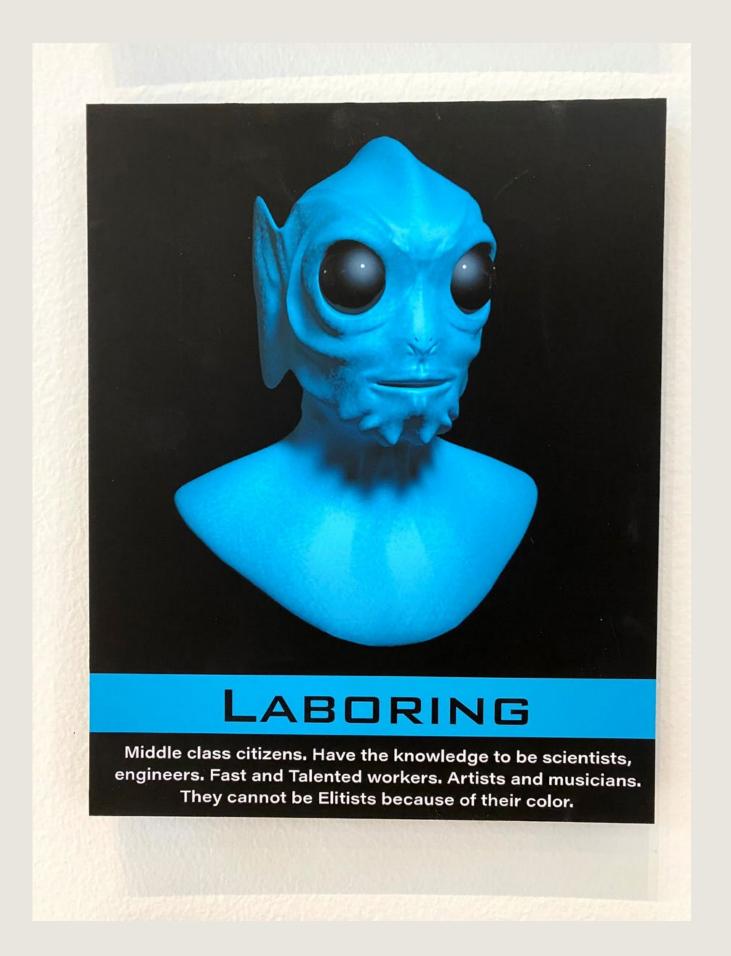


BARRENITS

These creatures are outcasts. Viewed as close to wild animals as you can get. They are used as expendable workers and test subjects. They live outside the cities.











URA Money
Lazer Engraved Acrylic
2022





Freedom Wings Badge
Etched Copper
2022





URA Passport
3D Print w/ India Ink
2023





Freedom Wings Brochure
Graphic Design
2023



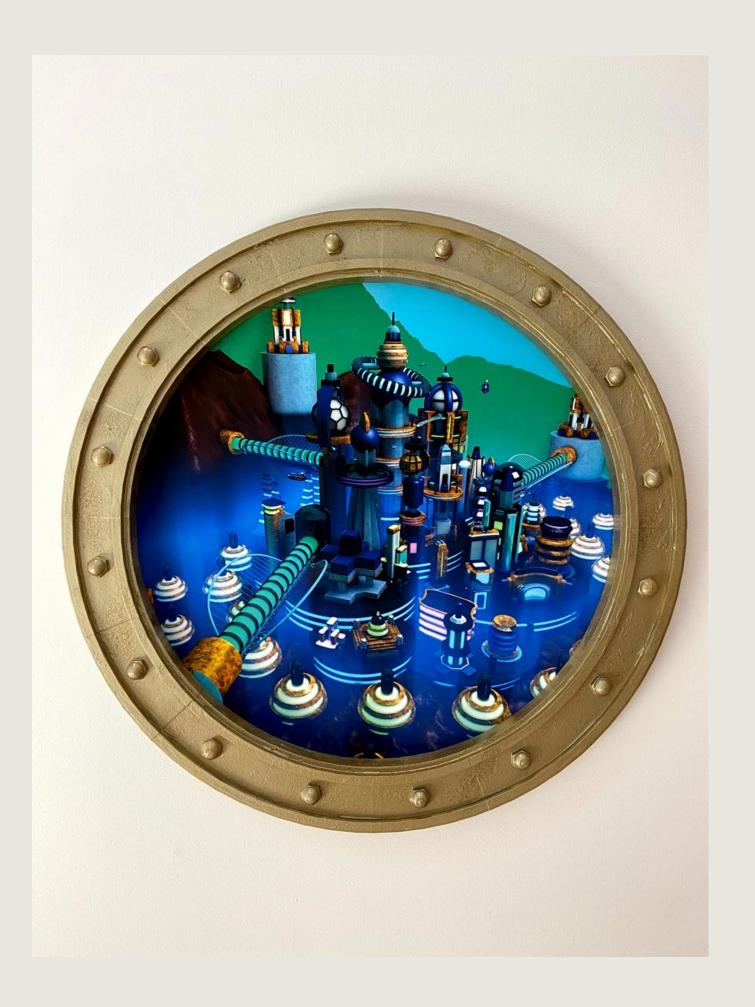
Submersion Tide Figurines
3D prints w/ spray paint
2023





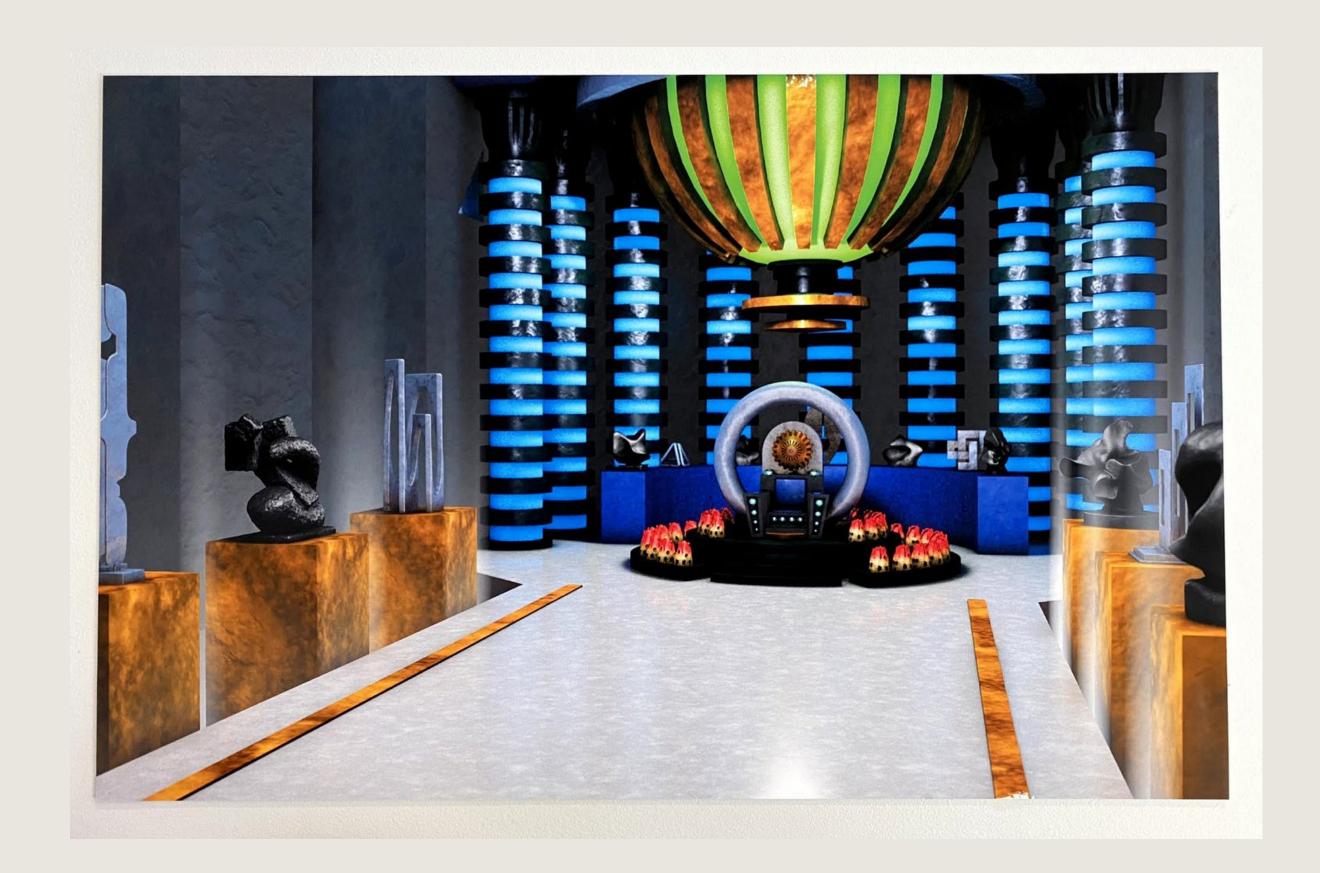
















The King Battle
(Krakgonian Throne Room Sculpture)
Ceramics
2023











The Galanties Schloop Flower

Ceramics

2023









How We See Humanity

Ceramics
2023





Whale Bowl
Ceramics
2023





Tentacle Bowl
Ceramics
2023



Beyond the Waking World

The Land of Make Believe

When Oliver was 10 and Kendell was 4 their family adopted a 3 year old boy named Elijah from Peru. As they grew older the boys would play together and create their own imaginary worlds. Elijah was always pushing at his brothers to create new things and come up with new games. He saw that Oliver had an ability to come up with intricate stories that they could all play characters in. Oliver always had his head in a book or his eyes on a movie. He always encouraged Kendell to make their costumes, armor, and weapons for these wild make believe adventures, because he was always modifying old toys into brand new



creations. Kendell was always making things from duct tap and cardboard, or anything he could get his hands on. These Imaginary stories were the best part of Elijah's life. Although he knew that his family loved him, he always felt like an outsider. These tall tales made him feel close to his brothers when their parents weren't able to give him as much attention due to their busy lives.

The Water World

The brother's Father made it a point to tell them stories before bed when they were young. Instead of pulling a book from the shelf, their father would always create a new story fro them. He knew that it was the best quality time that they got to spent together. He started his tale as soon as they could all comprehend complex sentences. He told stories of a future America in a war driven world. How aliens from a ocean world came from the seas and manipulated world powers into doing their will. He fabricated new settings and vehicles every night. His stories led the boys though and underwater portal and onto an alien planet where brightly colors sea aliens struggled with oppression and dictatorship. This made up world that the Langston boy's father created was their favorite to play in. They would draw what the submarines would look like. They made a high tech diving suits and drew robots to help them on they journeys. When their father passed away in a car crash, playing in their make believe world was the best way they knew how to keep him alive. All though out their lives they created new characters, built complex role playing games, and shared their new story ideas with on another even when they were miles apart living their individual lives. This story that their father brought to life for these boys would later become the framework for Submersion Tide.



Elijah, The Youngest



Kendell, The Middle



Oliver, The Eldest







It Came Fr 2023 Woodblock Rale



It Came From Below Woodcut Relief









I Know Where you HideLinoleum Relief2023



Surprise! Cover Page
Digital Painting
2022-2024



By The Campfire
Linoleum Relief
2023



Spilled Coffee

Digital Painting

2024



The Last Supper
Linoleum Relief
2023



Reprogramming
Digital Painting
2024



He Has My Back
Linoleum Relief
2023



Angry in the Lift
Digital Painting
2023



The Unnecessary Death Linoleum Relief 2023



Commandeered Trident Digital Painting 2024



A Desperate Deal
Linoleum Relief
2023



Caught by Charlie
Digital Painting
2024



Alien Overlook
Linoleum Relief
2023



Ocean Floor Explore
Digital Painting
2024



New Chicago
Linoleum Relief
2023



The Ocean Portal

Digital Painting

2024



The Severed Warrior Linoleum Relief 2023



Brand New World

Digital Painting

2024



It's Mine
Copper Etching
2022

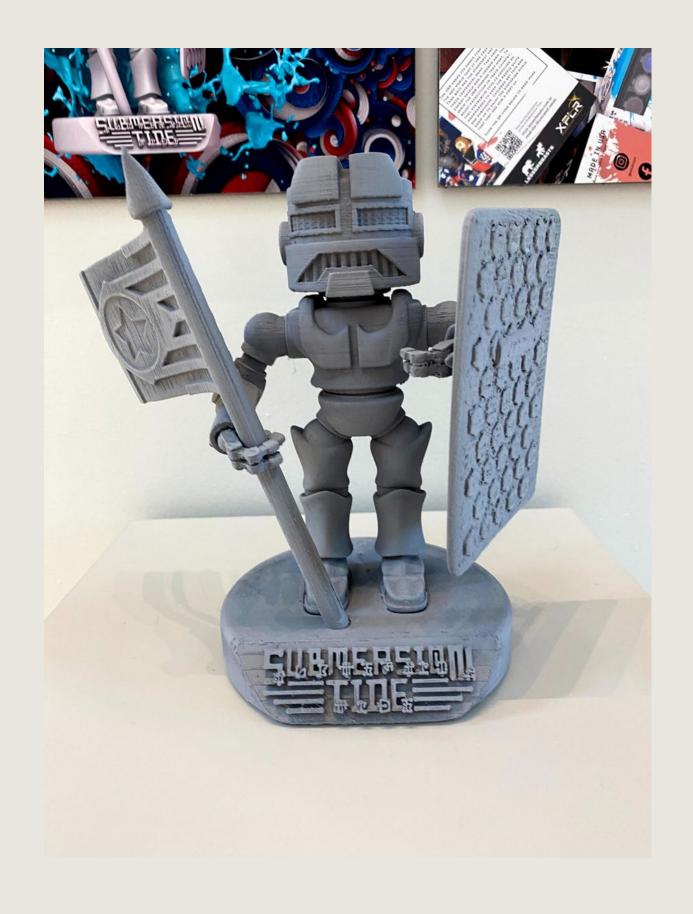






























THE GADGET MAKER

After attending MIT and graduating with a BSAD and completing multiple certifications in Additive Manufacturing For Innovative Design and Production in 2013, Kendell went on to start 3D printing custom designed toys and gadgets while Working at a design firm. His side business took off because of social media and he official started XPLR Production Company in 2017. He worked along small indie comic book labels to design and produce their toys. He wanted to help children and adults have as much fun as they could. He believed that toys were for people of all ages.

In 2020, Kendell and his bothers decided to release a story from their childhood story world. Luckily for them, Kendal had already designed the characters that they dreamed about in a 3D modeling software. The production of toys started with the 2022 release of the first issue of Submersion Tide, Dive Deep and Come up Fast.







XPLR CEO



THE GADGET MAKER

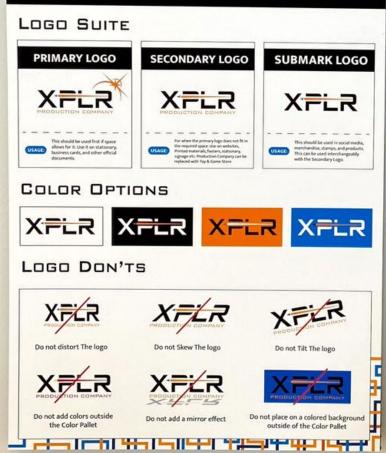
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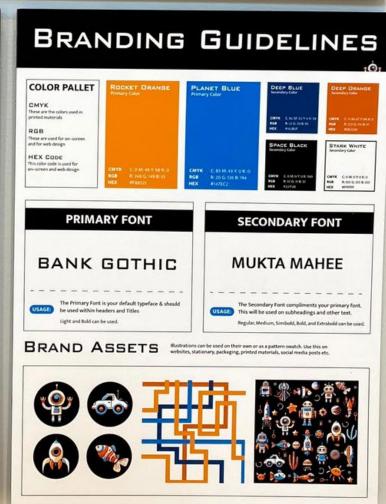
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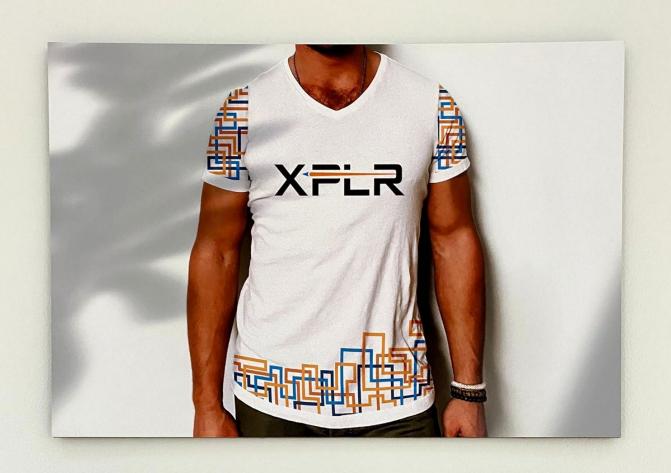




















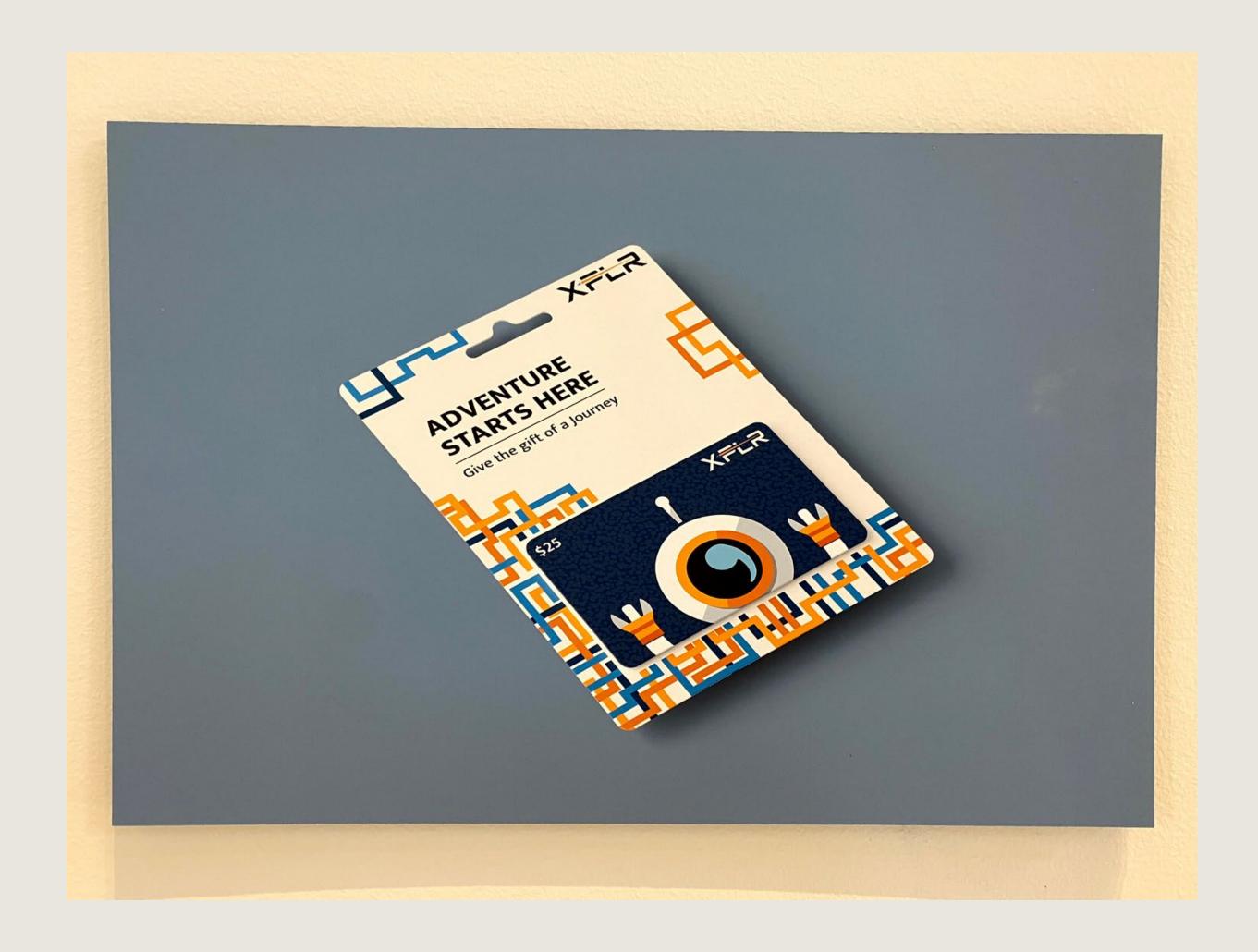






Ben Kendell Deep Water Suit
2023
Digital Painting (Concept Art)













Waydeep Founder

THE STORY TELLER

After attending The University of Southern California and graduating with a BFA in Cinematic Arts in 2008, Oliver worked as a producer for Amblin Entertainment until he directed his first space thriller in 2014. After his extensive work on films and animated features, he decided to start WayDeep Film Company in 2015. He started to experiment with motion capture and full 3D animated films.

Oliver had already had notebooks full of stories that he and his brothers created in their made up world. But when Elijah asked him to Draft a new story, he jumped at the opportunity. While writing the first volume of Submersion Tide, he was simultaneously working on a script for a movie. He has started gathering concept art and selecting actors to play the parts. The Submersion Tide movie is to be released in late October of 2024.









OLIVER LANGSTON

Waydeep Founder

THE STORY TELLER

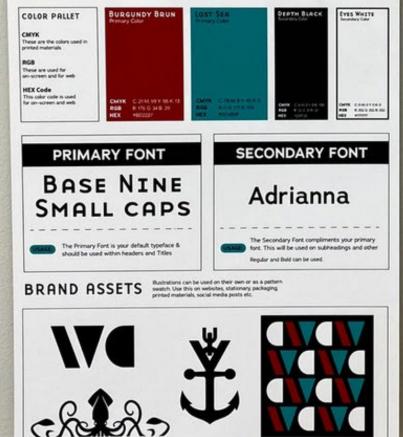
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BRANDING GUIDELINES



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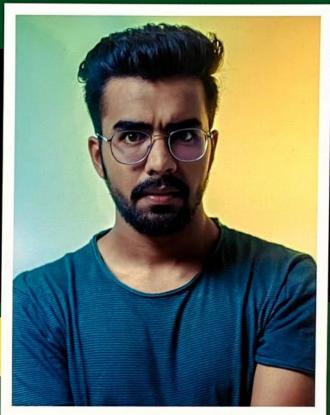






ELIJAH LANGSTON

Lesser Beasts Presedent



THE STRATAGIST

After attending Rhode Island School of Design for Printmaking and graduating with a MFA in illustration in 2016, Elijah apprenticed at Landfall Press before starting his own studio in 2018. During the next two years, He worked with musicians, event planers, and add agencies to create beautiful prints for all mater of events and promotion campaigns. Along with this, the other artists that joined his print fellowship went on to have their work shown in various prolific art museums like the Chicago Art Institute. As his business grew, Elijah looked towards starting a project 20 years in the making.

In 2019, Elijah consulted his brothers about wanting to bring their childhood daydream to life. Oliver, the eldest, started writing the first draft of their story and Kendell, the middle, rendered the characters for Elijah to use as reference for the illustrations in their upcoming illustrated novel. As the process continued, Elijah started to create a prequel story of his own called My John My John.



PRINT FELLOWSHIP

BRANDING GUIDELINES

LOGO SUITE





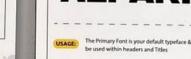




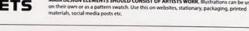




PRIMARY FONT **ALFARN**



BRAND ASSETS





COLOR OPTIONS









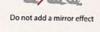
LOGO DON'TS



Do not add colors outside

the Color Pallet





Do not Skew The logo



outside of the Color Pallet

BRANDING GUIDELINES



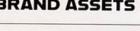
















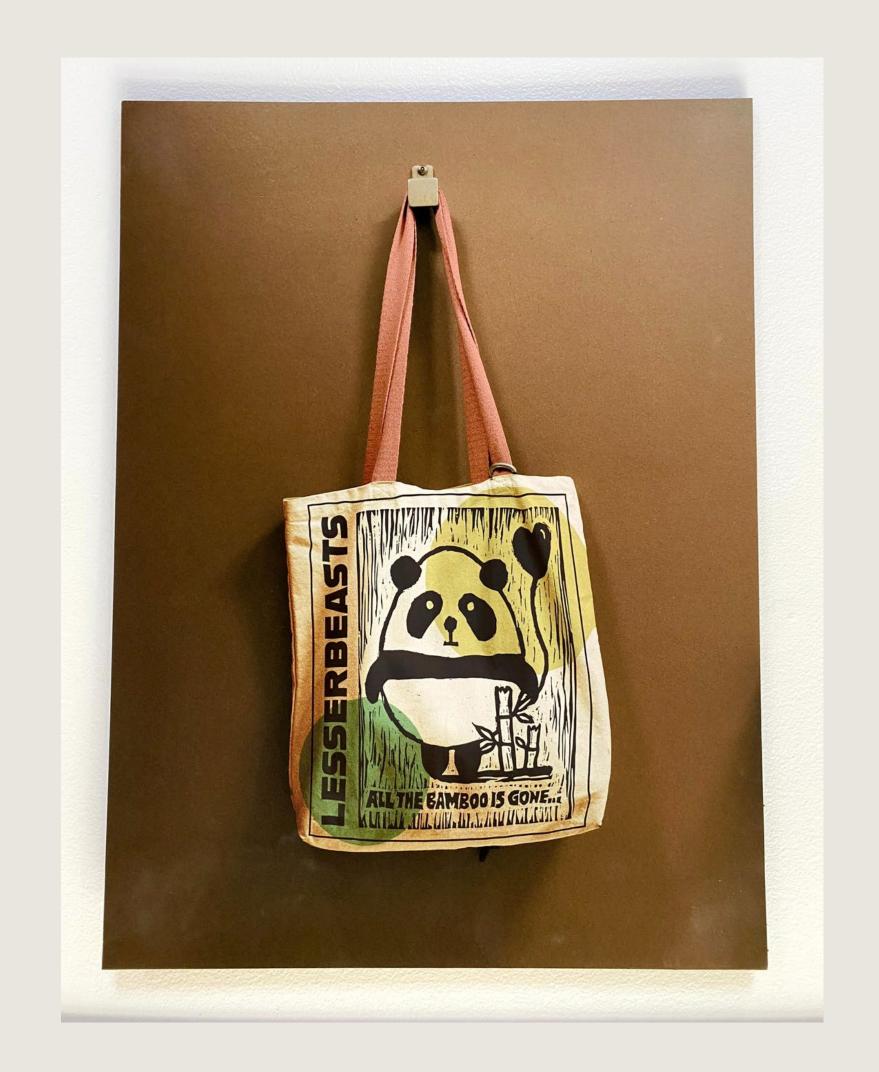


















Long ship or Leviathon 2022 Linoleum Relief



Woolly
Linoleum Relief
2024



Mach Shark
Linoleum Relief
2024



Thank You!

Chaiwat Thumsujarit Karrie Simpson Voth Juana Estrada-Hernadez

Dr. Marcella Marez

Thomas Giebler

Brian Hutchinson

Jee Hwang

Colin Schmidtberger

Linda Ganstrom

Madison Otter

Chelsey Augustine

Caitlyn Frazer

Dr. Ken Brown

Libby Reimer

Cami Moore

Mariah Dechant

Cortney Cox

Anita Mockry

Paige Engler

Lee & Laura Engler

Austin & Mariah Engler

Ben Tillman

Katie Petersen

Old School Screen Printing

Sterling College

FHSU Art & Design

All Friends & Family

For your Help and Support.







FORT HAYS STATE UNIVERSITY'S MOSS-THORNS GALLERY of ART

& The Patricia A. Schmidt Gallery Lobby

