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# The Transportation Engineering inside the city structure in the Science Fiction Graphic Novel of the 20th Century

Yves Díaz-de-Villegas Le Bouffant\*, Ángel Ibeas Portilla, Luigi dell'Olio

Department of Transportation, University of Cantabria, Av. De Los Castros s/n, 39005, Santander, Cantabria, Spain

#### Abstract

Comic books, graphic novels, bandes dessinées in France, Fumetti in Italy, Tebeos in Spain, etc, are only some of the names given to the ninth art in the world since their first representations in the Ancient Egypt times. In these last decades it has transformed itself, from just a children entertainment of little intellectual value, and now it belongs to the best family of universal literature. Just as the other arts, painting, music, poetry, cinema..., it has become another way of expression of the human being, who often reflects on his master pieces the compendium of the feelings and thoughts of a whole generation, an epoch, or even sublime states of the soul, capable to transmit, in just one masterpiece, the essence of our nature to the next generations.

These artists, the comic's ones, the same as in literature or cinema, have also tried to represent, not only the past and the present, but also the future of the human being. Doing sometimes prodigious imagination efforts, they have constructed utopic, distopic, extra-terrestrial...scenarios, designing realistic or impossible science fiction backgrounds, which will finally influence all of us, as intellectual beings that we are, in all our disciplines, just as the other arts do. And one of these disciplines is, of course, the science of transportation, in all its aspects.

Willing to approach all these questions, we began a long investigation journey which will end in a doctoral thesis with the title: "The Civil Engineering in the Science Fiction Graphic Novel". In this article we anticipate and summarize a small sample of our thesis, including some of the most important aspects of the mentioned investigation as well as the obtained conclusions.

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#### 1. Introduction

For the completion of the doctoral thesis, origin of this article, 30.000 of comic references have beed analyzed, in order to determine the frame of influence of the European twentieth century comics in the transportation engineering and vice-versa. Based in this obtained data, the thesis will study the results of these graphic propositions, describing the possibilities of taking them to reality, explaining the technical challenges they suggest and study it under the light of the engineering.

#### 2. The Transport inside the urban structure of the city and its road accesses.

As an example of the way of study proposed in the thesis, it will be explained, in this chapter, the results of the analysis of the comic art in its proposals about the transportation in the city, all of it in the comic proposals as mentioned before.

A city can be defined, roughly, as housing and activity buildings for the human beings, tided by roads, which are the ways we use to move across this city, by foot or on vehicles. In this very simplified definition, take place however, infinite combinations and configurations which define the personality of the cities and their transports nets along the human history and its geography. The comic creators have found an endless fountain of inspiration in representation of this hypothetical future, giving us the opportunity to meet conceptions that could be (or not).







Fig. 1. (a) Viaducts arriving to the city. (b) Vehicle fitted in the green trench. (c) Self-guided vehicle interior.

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