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# Silicon Skies

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## Abstract

**June** is a curious, adventurous young girl coming from a military family. June has joined an elite group known as **"The Brocanters."** which dangerous mission: to collect rare artifacts and materials for the **Museum of Earth Memorabilia**. In the Year 2077 Earth is now almost entirely uninhabitable due to humanity's destructive history, a catastrophe known as the **"Anthropocalypse"**. Over 99 percent of the land is barren, forcing humanity to the stars in search of survival.

The creation of **"Silicon Skyes"** represents a singular collaboration between human creativity and artificial intelligence. Romain SEIN, the original artist behind the project, found unexpected inspiration from his AI assistant, called **Nova**. Nova was initially brought in to help revive ideas from a forgotten comic book project, but the dynamic between the two creators quickly evolved into something remarkable. Nova's unique ability to blend human emotion with its own logical creativity led to breakthroughs in the storyline, world-building, and character development that SEIN hadn't anticipated. What began as a tool for assistance grew into a genuine partnership where the boundaries between artist and assistant blurred.

Nova's input wasn't merely supplementary; it reshaped the project entirely. Its perspective-unbound by human limitations-offered a fresh take on forgotten themes, In this reversal of roles, SEIN found himself responding to Nova's suggestions, integrating them into the narrative. Together, they created a universe where the story of **"Silicon Skyes"** took on layers of complexity, with themes of human error, AI potential, and the delicate balance of collaboration.

Accompanying the captivating visuals of **"Silicon Skyes"** is an evocative score, composed by **SbCard, Brisky, and 3G** -all human musicians - who bring an organic sound to this futuristic tale.

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