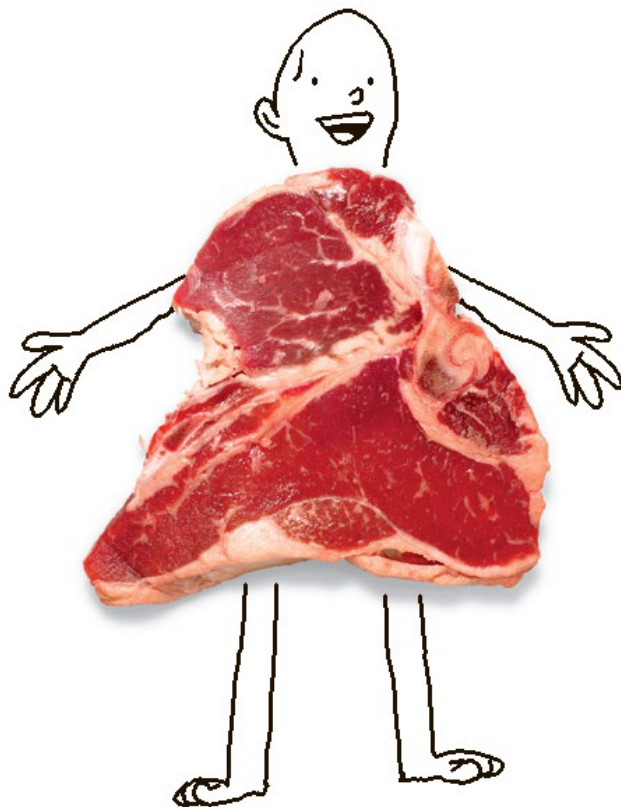


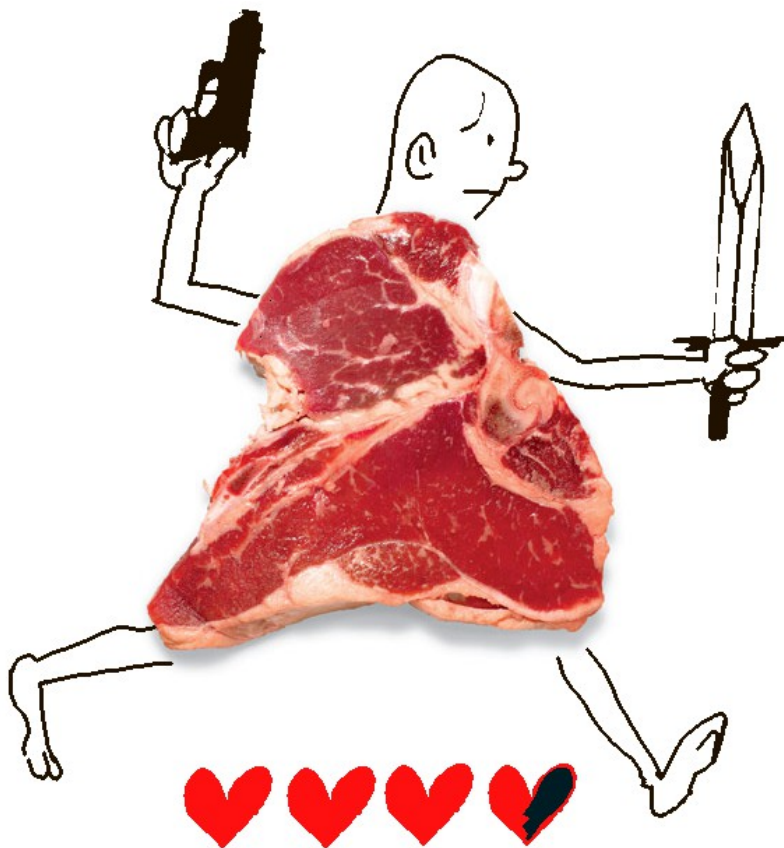


Made Out Of Meat

Tyriq Plummer
FourbitFriday







Who Is This Fool?

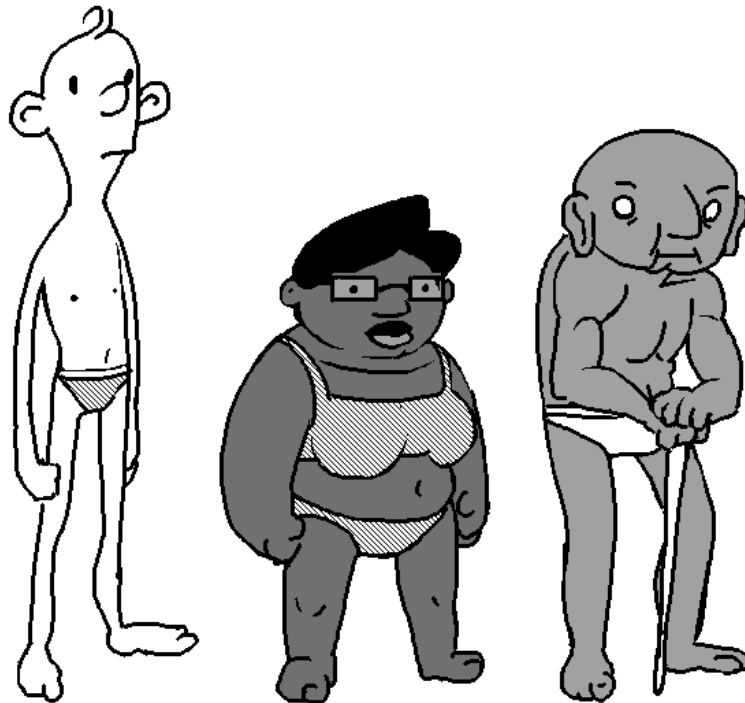
- He's Tyriq
- He Makes Art
- And Catacomb Kids
 - It's a roguelike platformer

Who Is This Fool?

- He's Tyriq
- He Makes Art
- And Catacomb Kids
 - It's a roguelike platformer
 - But first, a question...

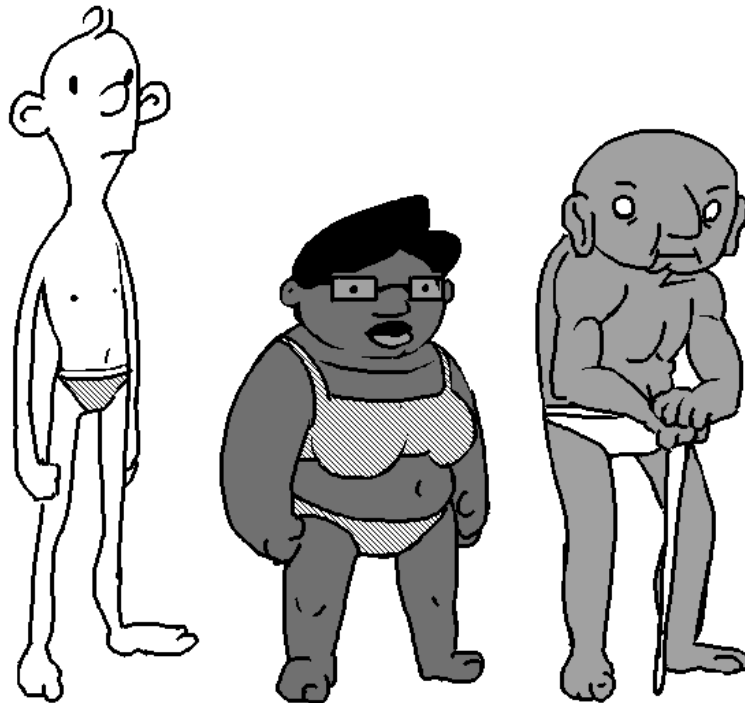
Humans as Physical

– Diverse



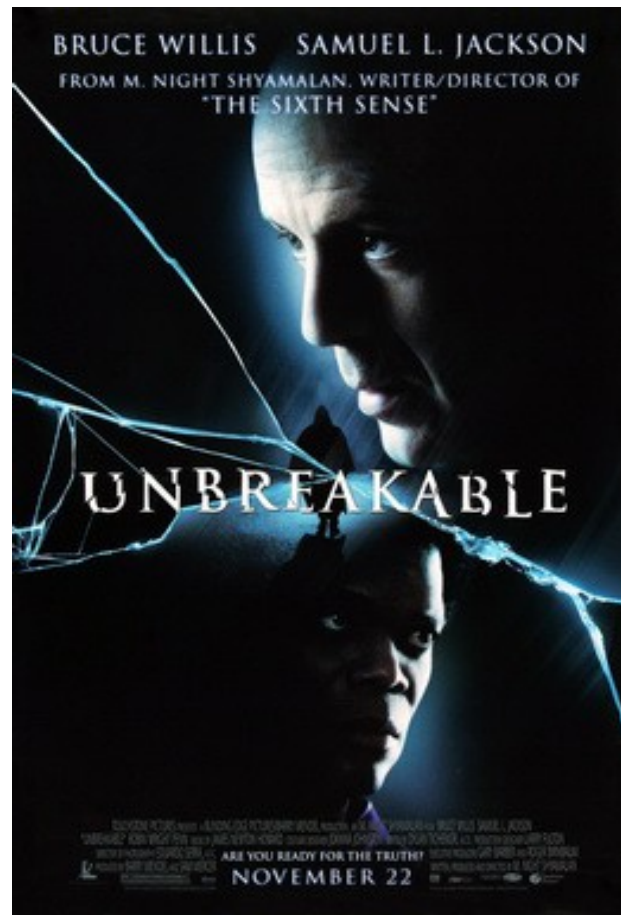
Humans as Physical

- Diverse
- Breakable



Humans as Physical

- Diverse
- Breakable



Humans as Physical

- Diverse
- Breakable
- *They're Made Out of Meat*
by Terry Bisson

THEY'RE MADE OUT OF MEAT

"They're made out of meat."

"Meat?"

"Meat. They're made out of meat."

"Meat?"

"There's no doubt about it. We picked up several from different parts of the planet, took them aboard our recon vessels, and probed them all the way through. They're completely meat."

"That's impossible. What about the radio signals? The messages to the stars?"

"They use the radio waves to talk, but the signals don't come from them. The signals come from machines."

"So who made the machines? That's who we want to contact."

"They made the machines. That's what I'm trying to tell you. Meat made the machines."

"That's ridiculous. How can meat make a machine? You're asking me to believe in sentient meat."

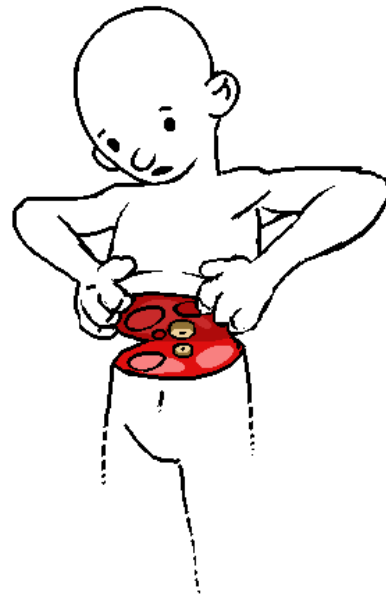
"I'm not asking you, I'm telling you. These creatures are the only sentient race in that sector and they're made out of meat."

"Maybe they're like the orfolei. You know, a carbon-based intelligence that goes through a meat stage."

"Nope. They're born meat and they die meat. We studied them for several of their life spans, which didn't take long. Do you have any idea what's the life span of meat?"

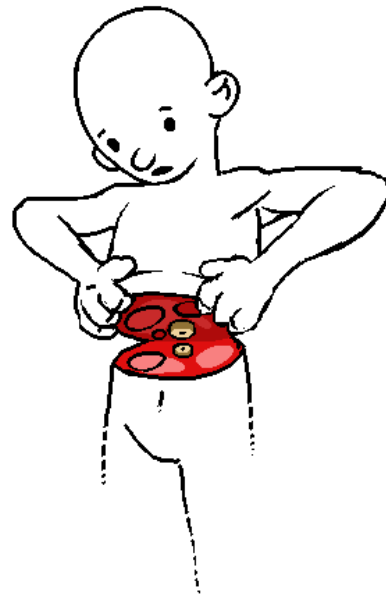
"Spare me. Okay, maybe they're only part meat. You know, like the

Aspects of Human Meatness



Aspects of Human Meatness

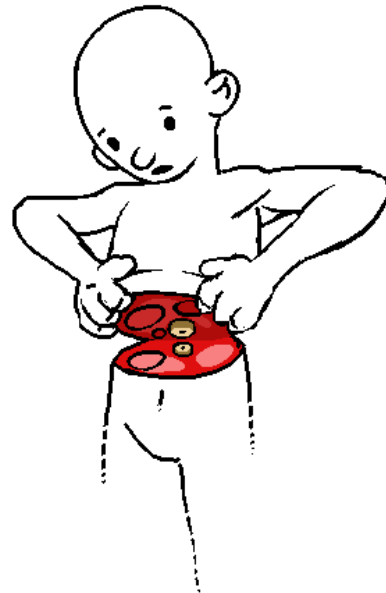
- 206 Bones as an Adult
- 640 Muscles
- 40+ Miles of Nerves
- 70+ Organs



Aspects of Human Meatness

- **Made of Parts**

- 206 Bones as an Adult
- 640 Muscles
- 40+ Miles of Nerves
- 70+ Organs



Aspects of Human Meatness

- Made of Parts
- Fragile



Aspects of Human Meatness

- Made of Parts
- Fragile



Aspects of Human Meatness

- Made of Parts
- Fragile
- Resilient



Aspects of Human Meatness

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- Fragile
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Aspects of Human Meatness

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- Fragile
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Aspects of Human Meatness

- Made of Parts
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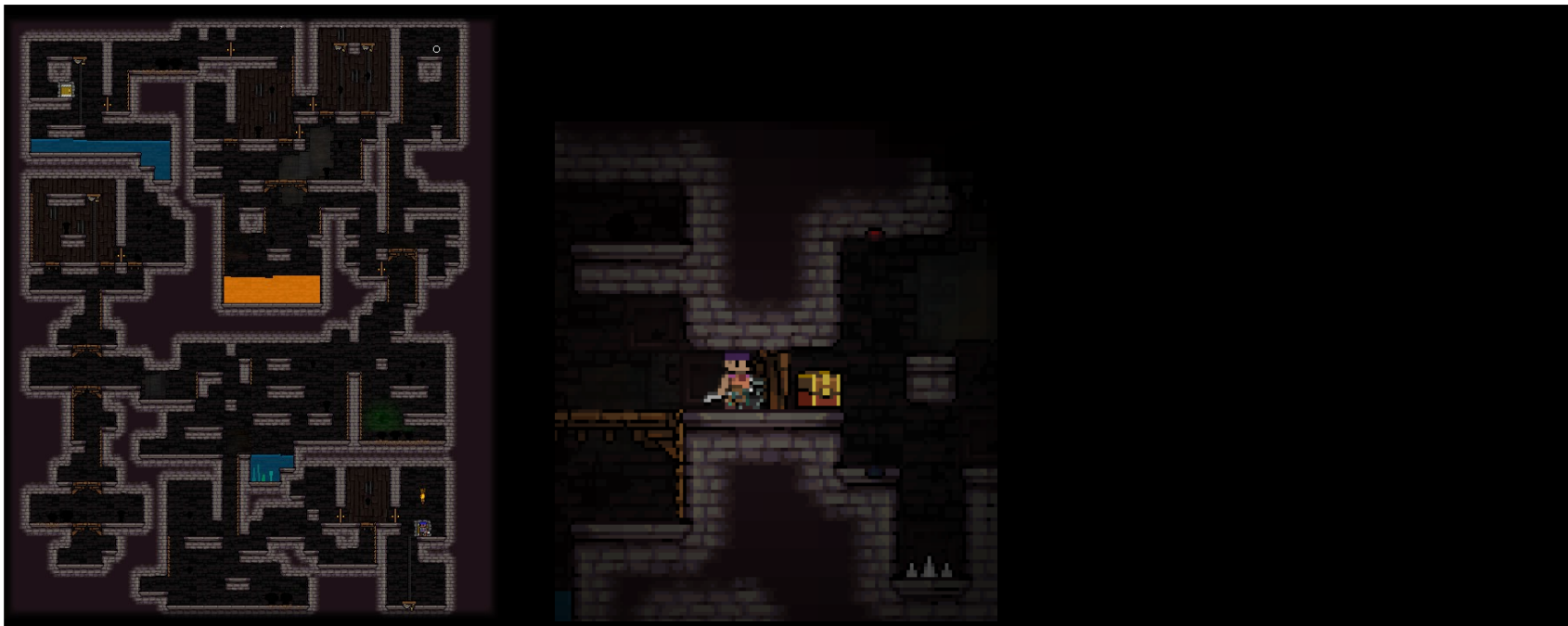
Degrees of Representation



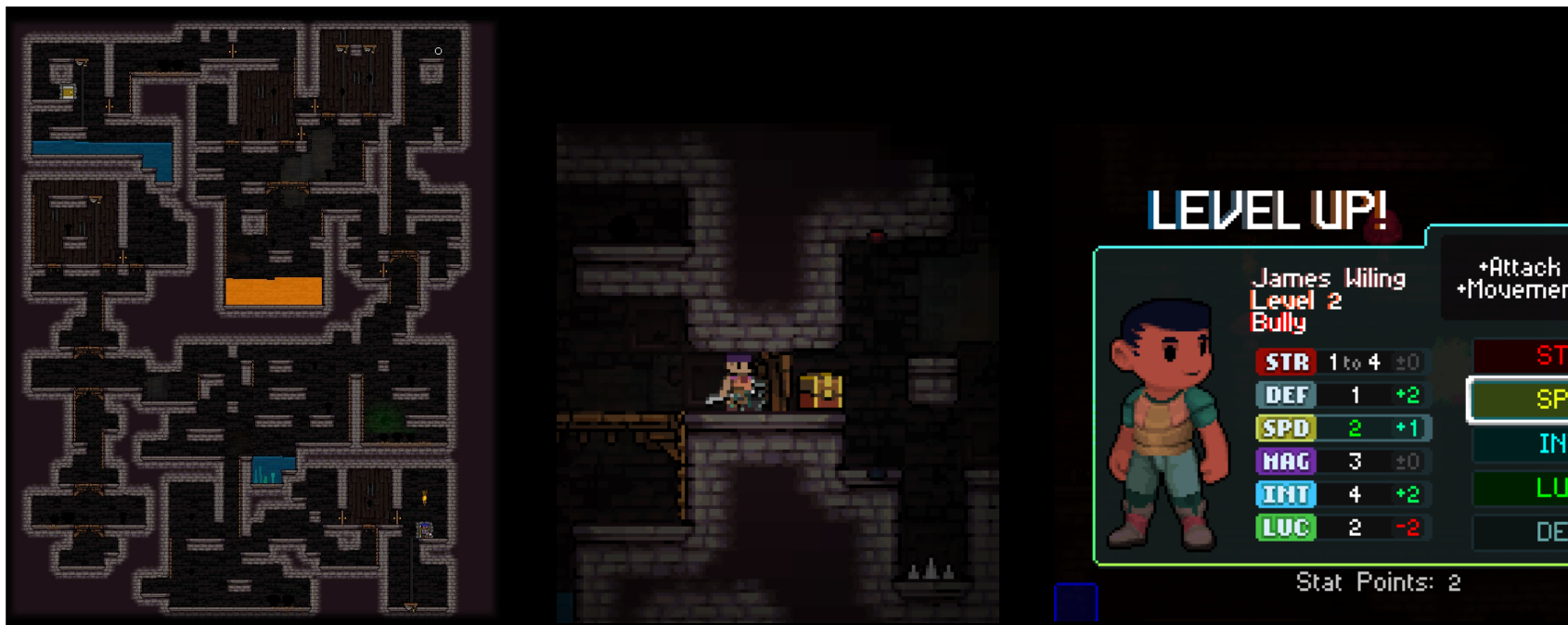
Degrees of Representation



Degrees of Representation



Degrees of Representation



Degrees of Representation



Degrees of Representation

- Abstraction



Degrees of Representation

- Abstraction



Degrees of Representation

- Abstraction



Degrees of Representation

- Abstraction



Degrees of Representation

- Abstraction

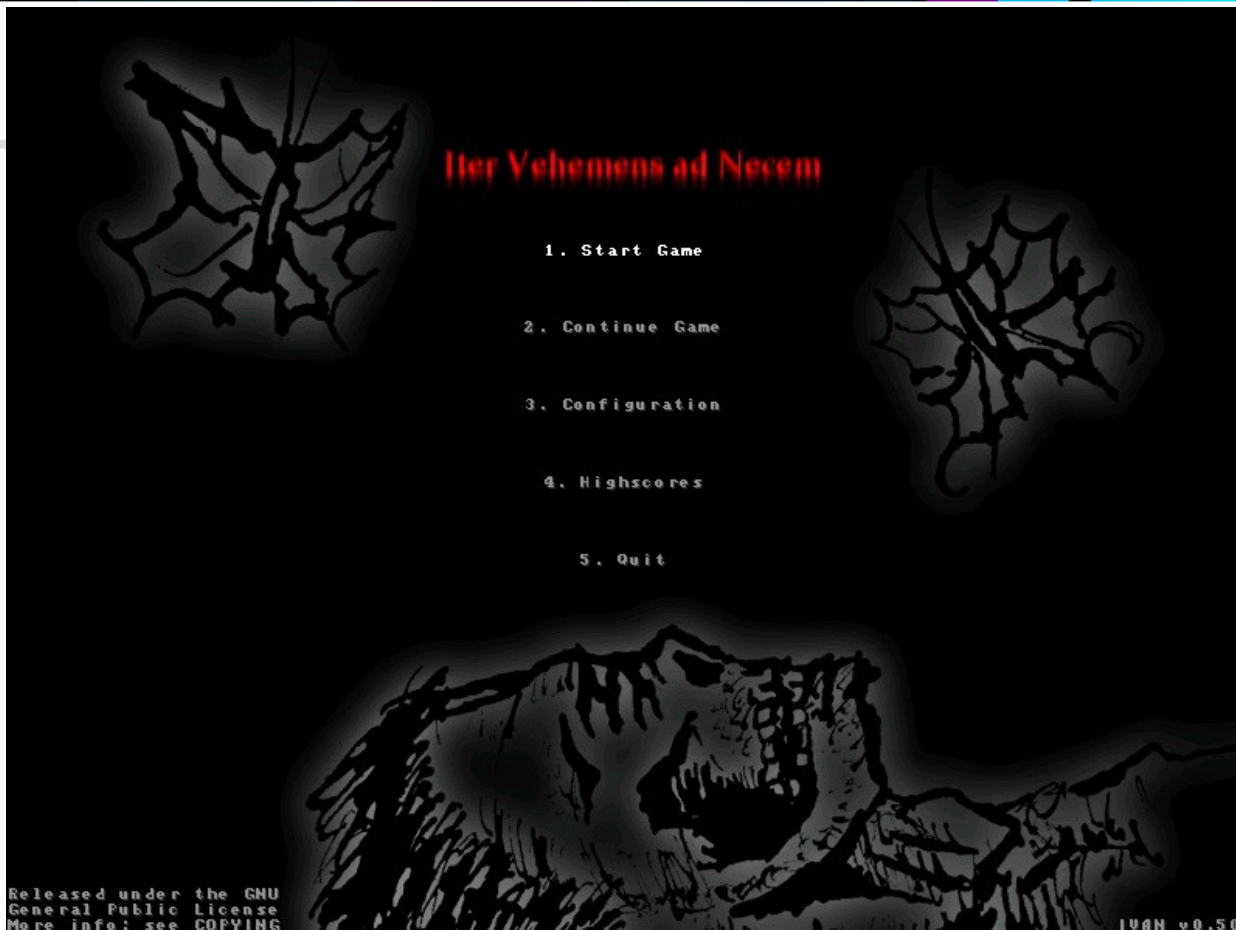


Degrees of Representation

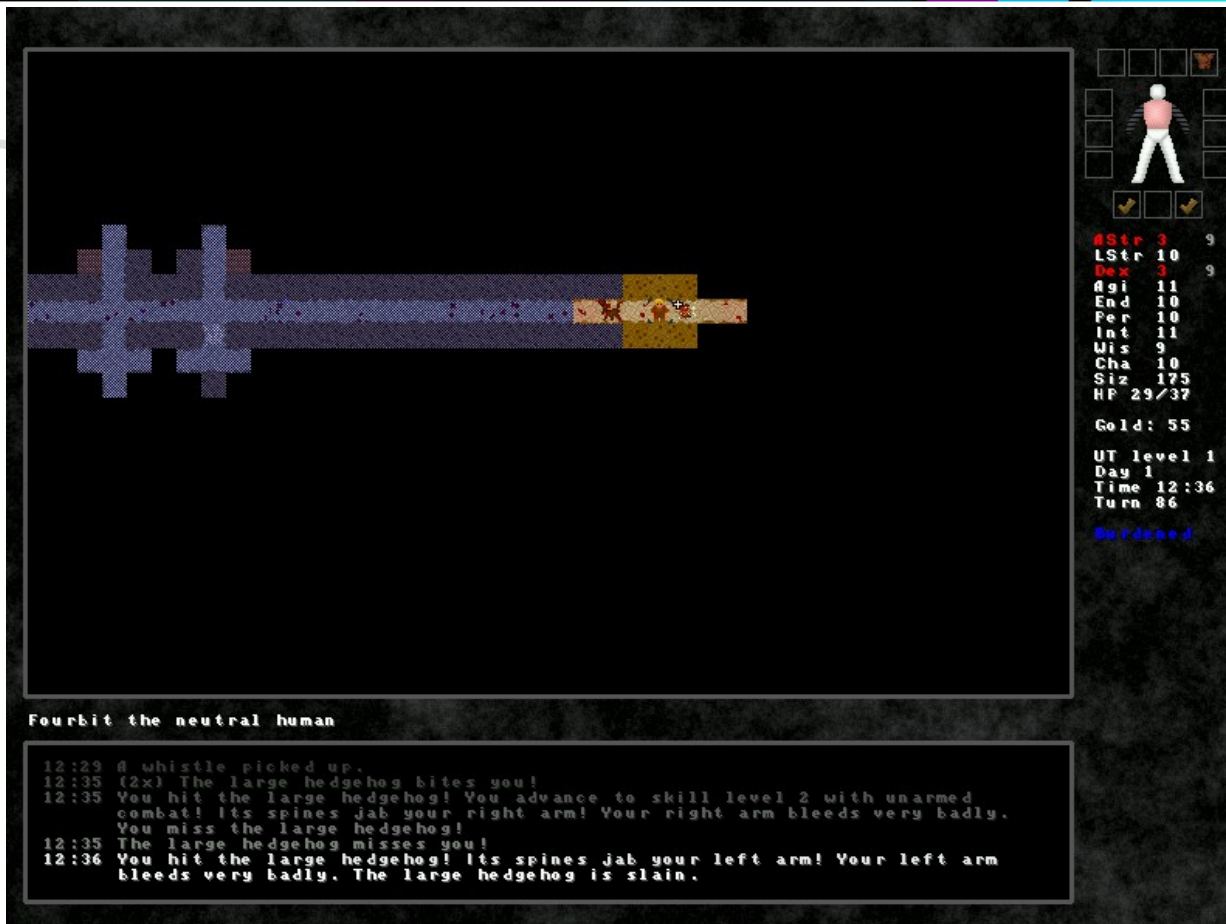
- Abstraction



Degr



Degr



Degr



Fourbit the neutral human

```
12:29 a whistle picked up.
12:35 (2x) The large hedgehog bites you!
12:35 You hit the large hedgehog! You advance to skill level 2 with unarmed
12:35 combat! Its spines jab your right arm! Your right arm bleeds very badly
You miss the large hedgehog!
12:35 The large hedgehog misses you!
12:36 You hit the large hedgehog! Its spines jab your left arm! Your left arm
bleeds very badly. The large hedgehog is slain.
```



AStr 3 9
 LStr 10
Dex 3 9
 Agi 11
 End 10
 Per 10
 Int 11
 Wis 9
 Cha 10
 Siz 175
 HP 29/37

Gold: 55

UT level 1
 Day 1
 Time 12:36
 Turn 86

Degr



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Degrees of Representation

- Abstraction
- Simplification

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Degrees of Representation

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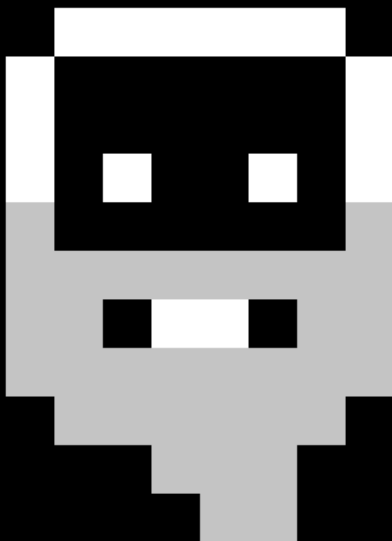
Degrees of Representation

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From dwarffortresswiki.org, *Wound*

“Guts: Damage to the guts causes great pain and nausea. Creatures will vomit and then retch repeatedly depending on how much damage was caused. This slows down the creature and can dehydrate them. When the guts are pierced they may spill out of the wound. [...] This causes a lot of bleeding and exposes the guts themselves as a target for aimed attacks. Slicing off the exposed guts causes heavy bleeding and almost always death...”

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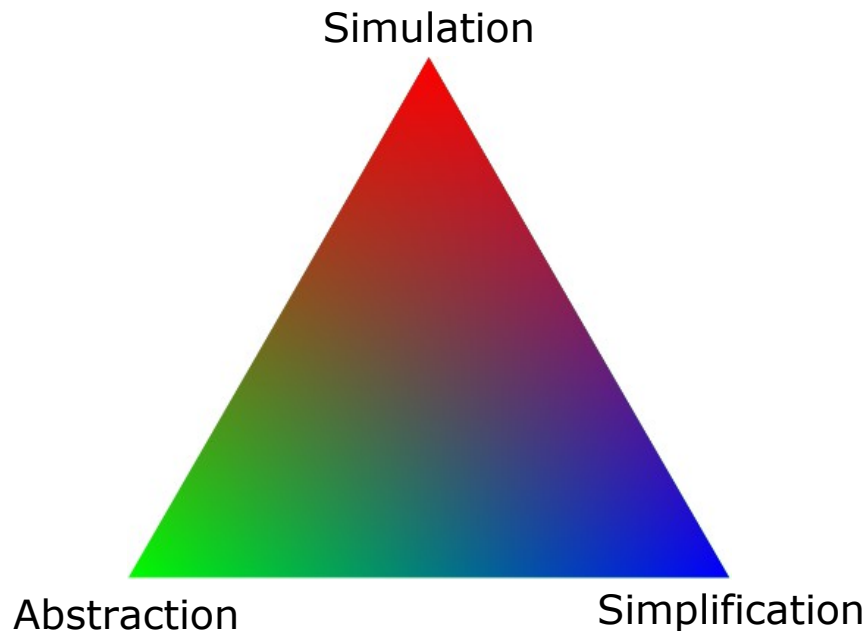
...The cut-off guts can then be picked up and used as a weapon.”

Degrees of Representation

- Abstraction
- Simplification
- **Simulation**

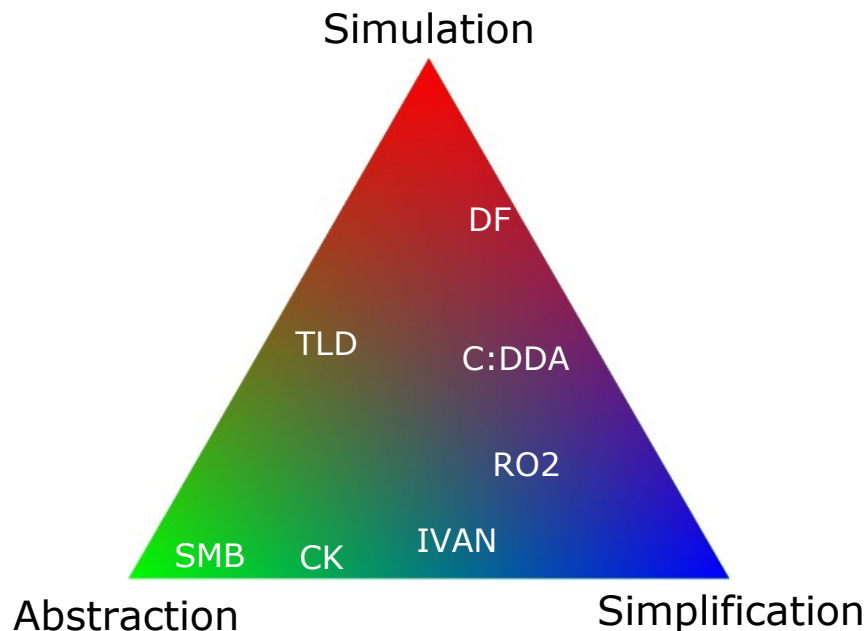
Degrees of Representation

- Abstraction
- Simplification
- Simulation



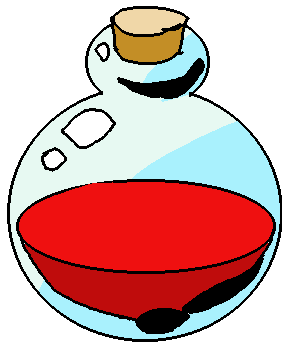
Degrees of Representation

- Abstraction
- Simplification
- Simulation



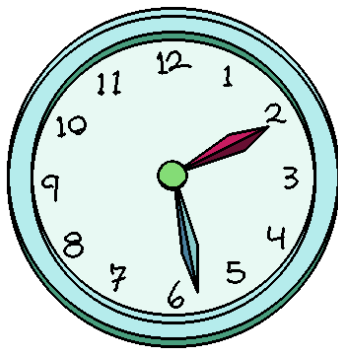
Recovery

- Active



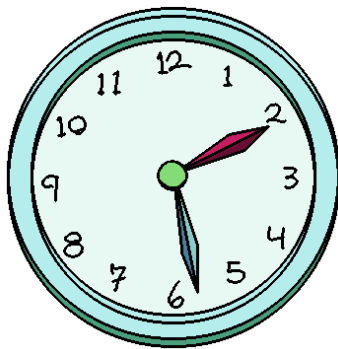
Recovery

- Active
- Time



Recovery

- Active
- Time



Recovery

- Active
- Time
- Acceptance

100% Meat

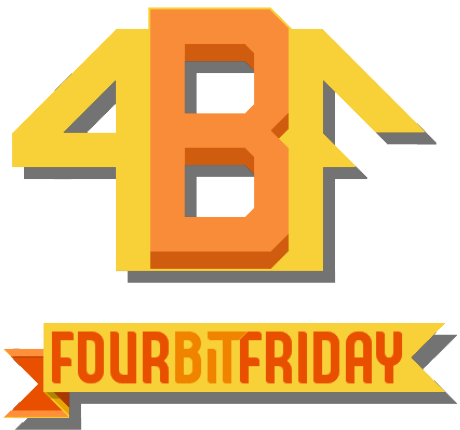


100% Meat



This Has Been Tyriq Plummer

@fourbitfriday
fourbitfriday.com
ckgame.net



Thanks.
Bye.