The Last of Us, according to AI

I'm using ChatGPT to write posts but find that the prompt engineering, like in midJourney, takes time to understand. It's almost as much work to write it myself but here we are.

Where ChatGPT excels is listing stuff. I asked for some foreign examples in the post-apocalyptic genre from Europe 1900-1970.

"La Nuit des Temps" (Ice People) by René Barjavel (1968) – This French novel is set in a future world that has been devastated by a new ice age, and follows the story of a group of survivors who discover a way to travel back in time.

"Niekas nenorejo mirti" (Nobody Wanted to Die) by Viiljamas A. Padvejas (1962) – A Lithuanian science fiction novel about a post-apocalyptic world in which the majority of the human population has been wiped out by a mysterious disease, and a small group of survivors must find a way to rebuild.

"Alraune" by Hanns Heinz Ewers (1911) – A German science fiction novel set in a future world in which a war has wiped out most of humanity, and the remaining survivors must find a way to rebuild and restore order.

Hold the mushrooms.

The world of post-apocalyptic storytelling has been a source of fascination for many for decades. From the pages of books to the screens of films and TV shows, tales of survival and hope in a world ravaged by disaster have captivated audiences. One recent addition to this genre that has left a lasting impression is the television series "The Last of Us."

Set in a world devastated by a fungal pandemic, the series follows the journey of Joel and Ellie, two unlikely allies on a mission to cross the country and find a resistance group known as the Fireflies. Their journey is a heart-wrenching tale of survival and human connection in a world where life as we know it has been forever altered.

What sets "The Last of Us" apart from other post-apocalyptic stories is its unique setting and the mastery of its storytelling. The origin of the pandemic sets the series apart, allowing for a focus on the science behind the collapse of civilization. The world of "The Last of Us" is brought to life through expertly crafted environments, from the overgrown ruins of cities to the lush forests, creating a sense of place that is both desolate and alive. The game's sound design, which effectively uses environmental sounds to create a feeling of danger or serenity, further reinforces this sense of place.

The relationship between Joel and Ellie is the beating heart of the series, and their journey together is both touching and intense. The writing is top-notch, with well-developed characters and a well-paced narrative that keeps the viewer engaged from start to finish. The series' use of cinematics is also noteworthy, as they effectively convey emotional moments and provide insight into the characters' motivations and relationships. The voice acting, particularly the performances of Troy Baker as Joel and Ashley Johnson as Ellie, adds depth to the characters and brings the story to life.

In terms of visual imagery, "The Last of Us" is a feast for the eyes. The series' use of light and color effectively sets the tone for each scene and underscores the emotional weight of the story. From the golden hues of a peaceful sunset to the sickly greens of a quarantine zone, the visual imagery of "The Last of Us" immerses the viewer in a world unlike any other.

"The Last of Us" is a standout in the post-apocalyptic genre, offering a unique take on a familiar theme. Its mastery of storytelling, expert world-building, and stunning visual imagery make it a must-watch for fans of the genre and anyone looking for an emotionally gripping tale of survival and hope.

Source: https://www.idonthaveacoolname.com/the-last-of-us-according-to-ai/