

LOGLINE

An imprisoned teenager has only his small hope of freedom to grasp onto as he attempts to conquer the physical and mental barriers of confinement.

TREATMENT

Physical Barrier

A teenager is crouching in a small room by a cold, metallic door, chiseling away with what appears to be a homemade tool. Upon closer inspection, we can see chunks of wall around the door falling away. As the teenager continues to chisel, he constantly glances at a keyhole in the door, from which a small bit of light is emanating. In starting the movie mid-jailbreak, we establish that the character has a desire to escape from this prison, motivated by a natural instinct to survive. At this point the teenager stands up and looks at the door, which is framed by a network of chiseled concrete. Looking hopeful, the teenager shoves the door multiple times. With the sound of scraping metal, the door crashes down, bringing with it a cloud of dust and chunks of concrete. The teenager falls with it, landing on top of the door. Covered in dust, he slowly gets up off the floor, having made it through this physical barrier preventing his escape to freedom.

Mental Barrier

The teenager now sees ahead of him a long, narrow room. The walls are a dull metal, in contrast to a glowing yellow liquid covering the floor. The liquid is bubbling and steaming, sending off spurts into the air. A metallic walkway is suspended over the pit of liquid, and overhead is a complex network of machinery, shrouded in shadows. We hear a faint metallic clanking like the rattling of piano strings. The character, unsure of what may lie ahead, looks back to the familiar cell that he was in and then to the unknown hallway that lies ahead. Hanging on to the possibility of hope, the teenager attempts to overcome the mental barrier of his fear of the unknown and starts to walk down the metallic walkway.

As the teenager moves on, he passes through a doorway. The doorway frame is made of beveled metal that glows around the edges. Past the doorway is a vast room of machinery. The metal gantry continues on, and flanking it on either side are pistons, turbines and other kinds of machinery that are giving off steam and dripping water. The teenager continues to walk on, dwarfed visually by this massive machinery and by the cacophony noises. We hear slow, plodding timpani drums with a hint of metal sliding against metal. These elements become more intense and speeds up until what sounds like high strings being carried on a breeze is heard.

A Chance For Freedom

As the teenager nears the end of this machinery-filled room, he sees a doorway ahead of him, bathed in light. With his grasp on hope suddenly reinforced by the sight of the intense light, the teenager quickens his pace and emerges onto a balcony, with a ladder off to the side. We hear a soft sound like strings and wind as they "breathe" slowly. The sound is like a sigh of relief as the teenager sighs in relief at the sight of freedom ahead. The teenager is standing on a balcony, overlooking a large valley. The valley is in partial shadow as the sun is setting behind a distant mountain. Rays of light can be seen pouring into the valley below, illuminating patches of ground. Having now been shown concrete proof that there is hope in this large valley of freedom, the teenager descends down the ladder into the valley below.

CONCEPT DESCRIPTION

The idea is to generate a specific atmosphere using locations, shot compositions, sound effects and music, working in synergy to reinforce the feeling of a dark, gritty and eventually beautiful world. I intend to blend music with sound effects in such a way that it becomes difficult to determine which is which. In doing so the sound will flow seamlessly and help carry the pace of the film by complementing the onscreen images.

I find this subject interesting because sound designers, music composers and cinematographers often work apart from each other in a Hollywood film production. By combining the elements all into one, it gives the film a unique visual and sonic quality that makes each seem natural and seamless. The idea is that we will feel exactly what the main character feels and understand the obstacles he must face in an interactive way; we won't feel like we're watching a movie but rather playing the role of the main character himself and making these decisions that he is making.