

# Film analysis – Project management – P1

## Proposal of a short film script

Setup

In the near future, due to global warming, surface drinking water and vegetation on Earth are becoming scarce.

A child and his robot friend, both members of a group of collectors, explore the ruins of a 21<sup>st</sup> century shopping mall by day, hoping to find vegetation sheltered from the hot sun. This vegetation will allow them to supply their tribe's refuge dome with oxygen and improve its air quality.

Inciting accident

On the first floor, at the end of a corridor, the child sees a plant. As he approaches, a figure in backlight appears and runs towards them, eyes glowing. As he retreats, the weakened ground slips away. The child and the robot fall one floor lower, the entrance is blocked by rubble.

Response

Impossible to go back to where they came from, the robot switches on its light and they continue in spite of themselves in the only possible direction: a dark corridor. It is necessary to leave from here.

Attack

At the end of the corridor, a cracked wall filters a light from an adjacent room. The robot and the child charge several times to create an opening and get out.

Total failure

After several minutes in vain, the child collapses exhausted, all is lost, they will finish here.

Climax

Then a noise resounds on the other side of the wall, the child and the robot move away. An explosion occurs, the wall collapses in a cloud of smoke crossed by a bright light. The same silhouette appears with its red eyes. The child backs away in fear with his robot.

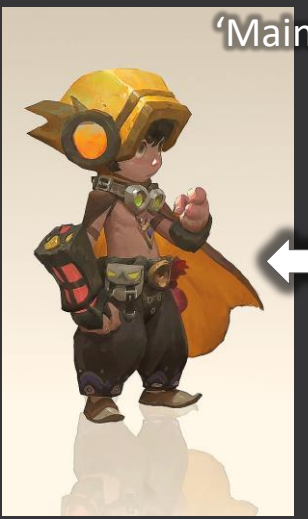
Resolution

As the smoke clears, the light illuminates the face of the figure: it is an older, smiling child who reaches out to help them and invites them to follow her. Beyond the dust, a vast room takes shape, a soil of ground strewn with plants, the child advances amazed.



[daxue Ding](#)

Graphic artist & Concept artist



[Jade Rogers](#)

Environment and Lighting Artist

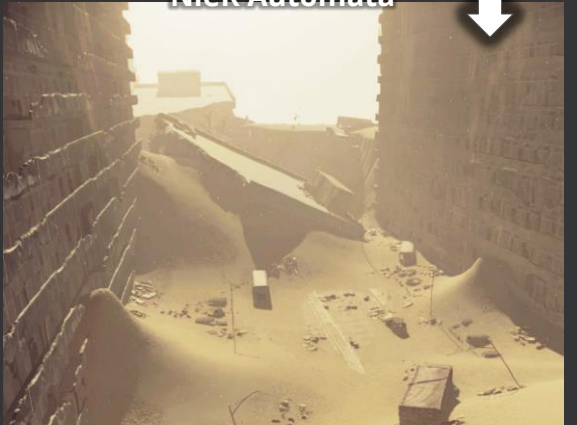


NieR Automata



Refuge dome

(generated by AI with Stable Diffusion)

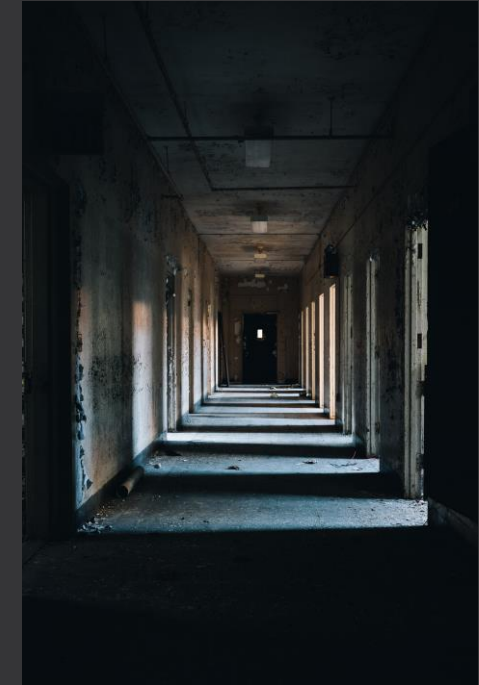


City in ruins

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## Elements of the script

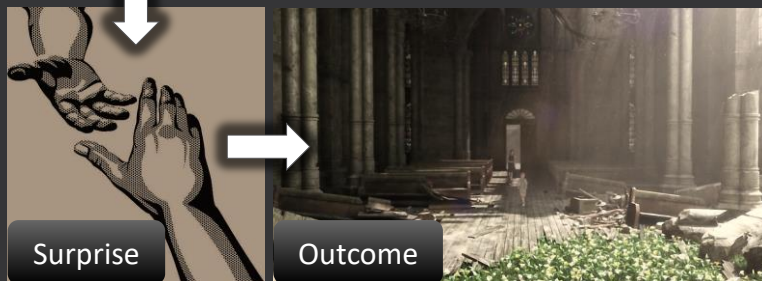
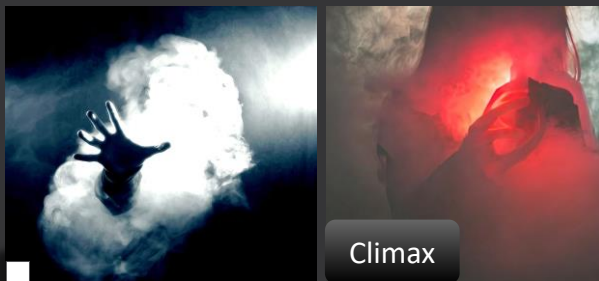
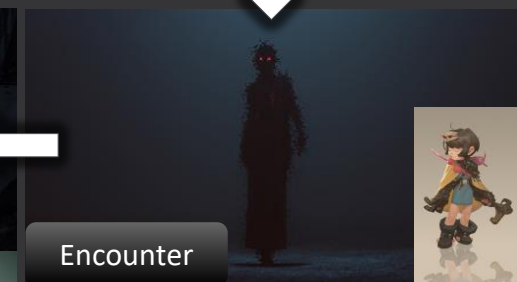
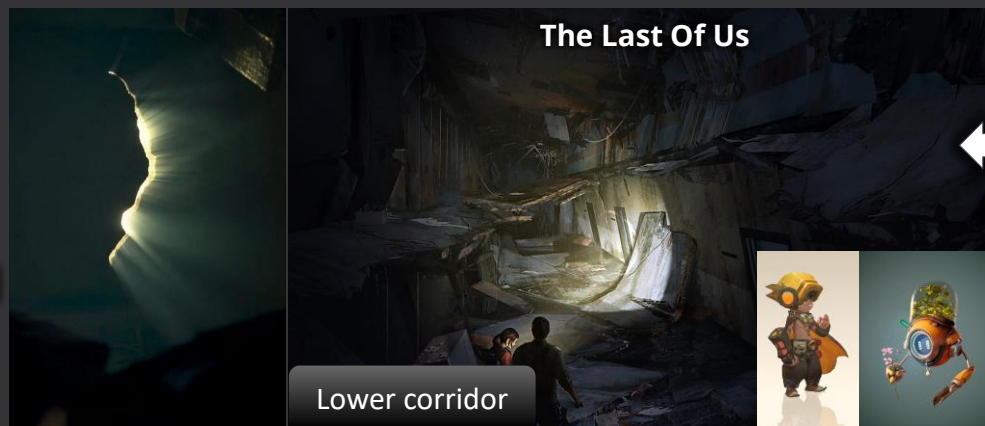
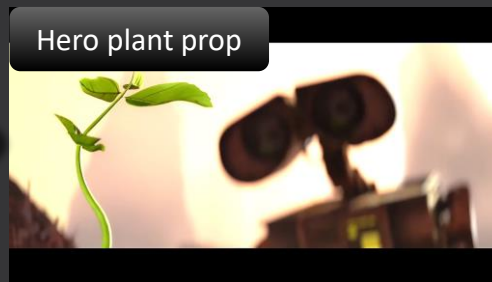
- Style: futuristic / dystopia, adventure, rather dull color palette
- Difficult environment, harassing heat, difficulty of progression
- Main characters: the child and his robot, complementary skills. The robot has a small glass dome under which he can place the plants he has collected for transport to the shelter
- 'Opponent': the girl



- Dramatic proposition #1: Appearances are deceiving, the light at the end of the tunnel reveals the truth
- Dramatic proposition #2: In difficult times, mutual help is required

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## Additional visual references



### COLOR PALETTE:

#FBD39A	#FBD39A	#272E38	#A7C641	#FE5652
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