

A dark, blue-tinted scene from the movie Alien showing four Ripley-class Marines in full combat gear, including helmets with night vision and rifles, standing in a narrow, industrial corridor. The lighting is dramatic, highlighting the metallic surfaces and the soldiers' equipment.

A L I E N
N O E S C A P E

Prepared by Patch Ward & Chris Reading



ALIEN: NO ESCAPE focuses on the overwhelming tension and fear that arises when humans are faced with the unknown. This is a psychological thriller in a sci-fi environment with a monster horror finale.

With this short film we are aiming to recapture the twists and turns that made the original *ALIEN* so popular with audiences. Everyday characters who live and work in space, come up against an extraordinary situation. Slowly building to an exciting conclusion where our lead character *Ward*, like *Ripley*, must fight for survival, but failing that, she must do the right thing!

THE STORY

A huge explosion in space.

The massive colony ship *Borrowdale* is destroyed along with it's thousands of crew. A tiny lifeboat flies away from the shockwave.

Inside the confined escape pod is a misfit collection of the *Borrowdale*'s crew. 1. WARD a doctor , 2. her unconscious male patient, 3. GRADY a bridge officer, 4. NASS a young security guard, 5. ALBRECHT a scientist. Five souls trapped together.

The group compare stories of the hours leading up to their ship's destruction. Slowly, a picture of the day is described.

WARD, the doctor tells of how her unconscious patient came into sickbay after being found on the lower decks. It is later discovered her patient is in fact the captain of the ill fated *Borrowdale*.

GRADY, the young bridge officer tells of how they slowly lost contact with sections of the ship, and how he was on the bridge as multiple casualty reports came in, one deck after another.

NASS, a security guard tells of how he saw bodies with terrible injuries, his description is fuzzy, and confused. He also recounts seeing a strange creature, which moved in a disturbing way. He's also suffering from PTSD.

ALBRECHT, the scientist doesn't say much. She works for Weyland-Yutani in biological research, she warns of the danger the outbreak poses. She points to the unconscious man claiming there might be one of the creatures inside him. NASS takes heed, and moves to kill the unconscious man and the creature within him with his knife.

Fearlessly, WARD jumps up to protect her patient, ordering NASS to back off. A heated argument breaks out among the group, all questioning each other, mistrust grows.

GRADY who's in command, panics and draws his weapon. He has now lost control of the situation. He is shaking as NASS approaches and smacks his pistol away, punching the officer to the floor.

Again NASS targets the unconscious man, WARD stands between them. NASS hits WARD to the floor, her nose broken.

At that moment NASS feels a sharp chest pain, he drops to his knees. WARD instinctively tries to help him, even though she herself is bleeding from his attack. She attempts to scan him, but it's too late. Blood bursts from NASS' mouth and chest.

We see a silhouette as his limp body flails around. WARD screams in terror, but ALBRECHT, resigned to her fate, just stares on.

Then the radio crackles to life! A rescue ship is closing in on the lifeboat and attempting to dock. WARD shows a brief second of relief, but then realises what she must do.

Grabbing a pen from ALBRECHT's top pocket, WARD opens the airlock, runs along the docking tube to the outer door. There she begins to scribble a message on the glass. All the time hearing the screams from the main compartment as the creature attacks ALBRECHT and GRADY.

From the outside of the hatch we can read WARD's final message...

"QUARANTINE, DO NOT OPEN!"

Above, we see the rescue ship approaching to capture the lifeboat with its robotic arm.

CHARACTERS

Five archetypal characters, brought together in a fight for survival.

WARD - The Doctor

The film's main protagonist, Laura Ward was a medical officer onboard the *Borrowdale*. She is caring for her patient, the captain. She's his advocate and protector onboard the escape pod. When tensions rise, and immediate danger presents itself, she finds the courage to do the right thing.

PATIENT - The Captain

Unconscious throughout, this mysterious character is under the care of Ward. We don't know how he came to be onboard the escape pod, or where he got his injuries. It is later revealed the man is in fact the captain of the ill fated *Borrowdale*.

GRADY - The Officer

The bridge officer who takes command of the escape pod and tries to keep order until they can be picked up by a passing vessel. He's never been in this sort of situation before, and struggles to keep order onboard. He relies on his training to do the right thing.

NASS - The Soldier

Onboard the *Borrowdale* Nass was a volunteer security guard. Being a colony ship he rarely has to deal with anything more taxing than dealing with disagreements between the colonists. During the incident, Nass reports he saw a creature in the lower decks. He's young and inexperienced, running on adrenalin and unprepared for the pressure.

ALBRECHT - The Scientist

An older woman, she's quiet, but knows more than she is letting on. It is implied she and her colleagues studied the outbreak before it caused the destruction of their ship.

LOOK & FEEL

We will work to create an environment reminiscent of the original 1979 film. Claustrophobic, utilitarian and above all, real!

The set will be detailed and dressed in a way which promotes realism and believability. The 'used future' feel pioneered in part by *Alien* will be present, however our setting is an escape pod which is probably brand new and never been used. So finding a balance is key. In the same way the makers of *Alien (1979)* used old electronic components and decommissioned aircraft parts, we will construct our sets around real-world hardware.

Some reference material we have studied when researching the visual style of the Alien films:

When designing our costumes we will study the original costume and uniform patch concepts of *Alien*

<https://alienseries.wordpress.com/2013/02/05/dressing-the-future/>

This is a study of the typeset and fonts used in signage and computer terminals in *Alien*

<https://typesetinthefuture.com/2014/12/01/alien/>

A look at the costumes in all of the Alien franchise

<http://www.thirdlooks.com/2017/05/costume-design-in-the-alien-franchise/>

Lighting style is a very important factor to conveying the story. We will try to use a lighting setup which relies on practical sources and dramatic shading. The materials we select for the set and costume will also play a huge part in the lighting mood and overall feel.

MOODBOARD

Cushioned / embroidered wall coverings

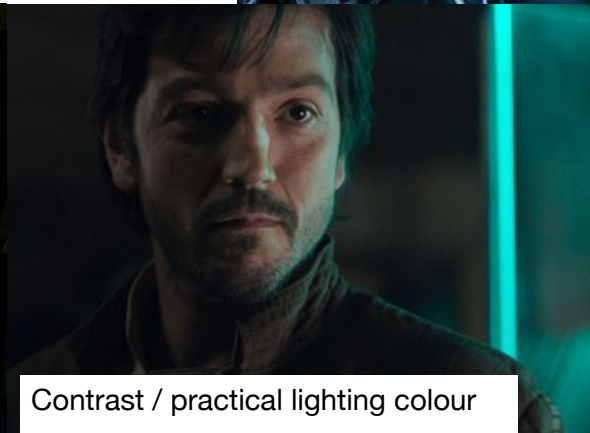
Practical lighting reference / strip lighting



Lighting grills in ceiling



Realistic aeronautical set detail



Contrast / practical lighting colour



70's styling, costume and shapes



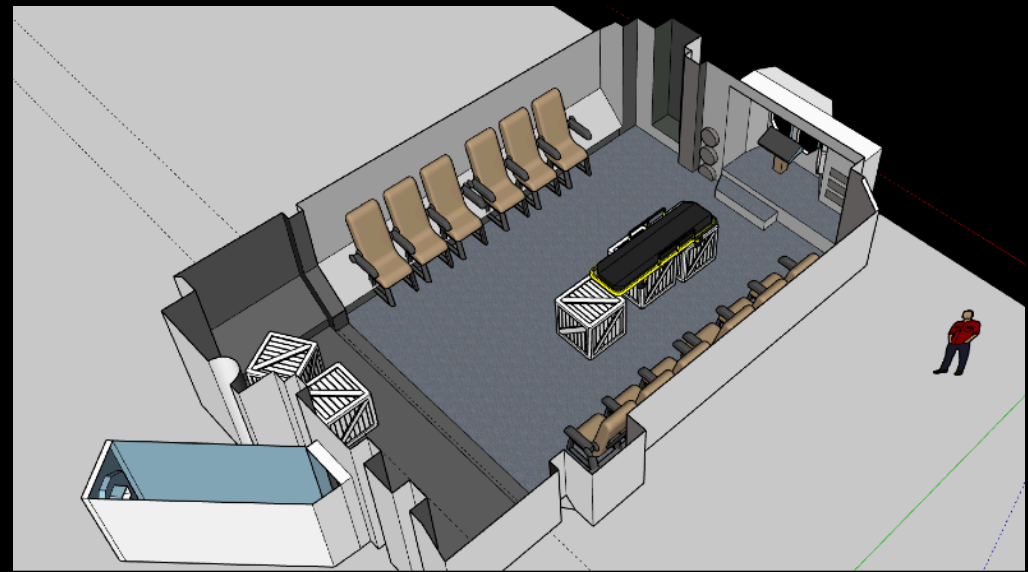
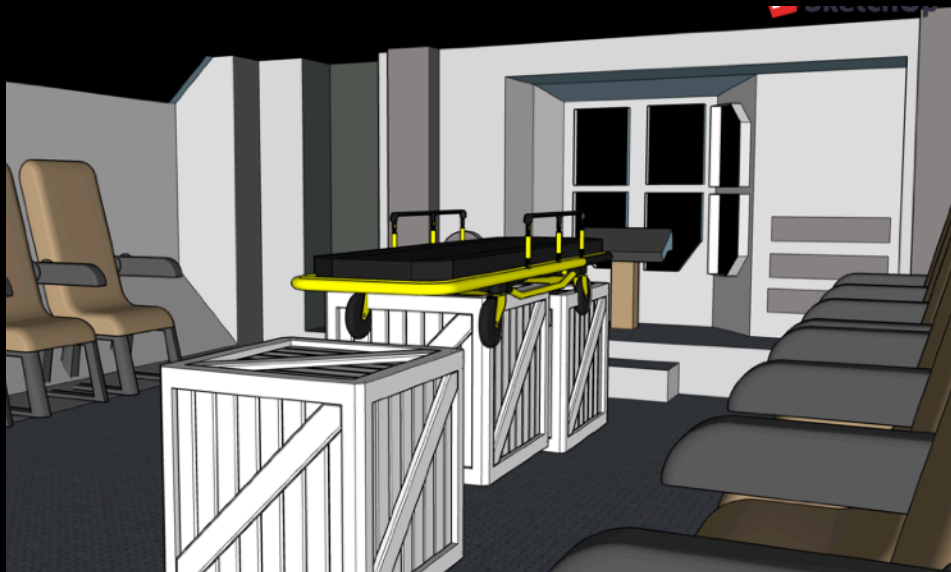
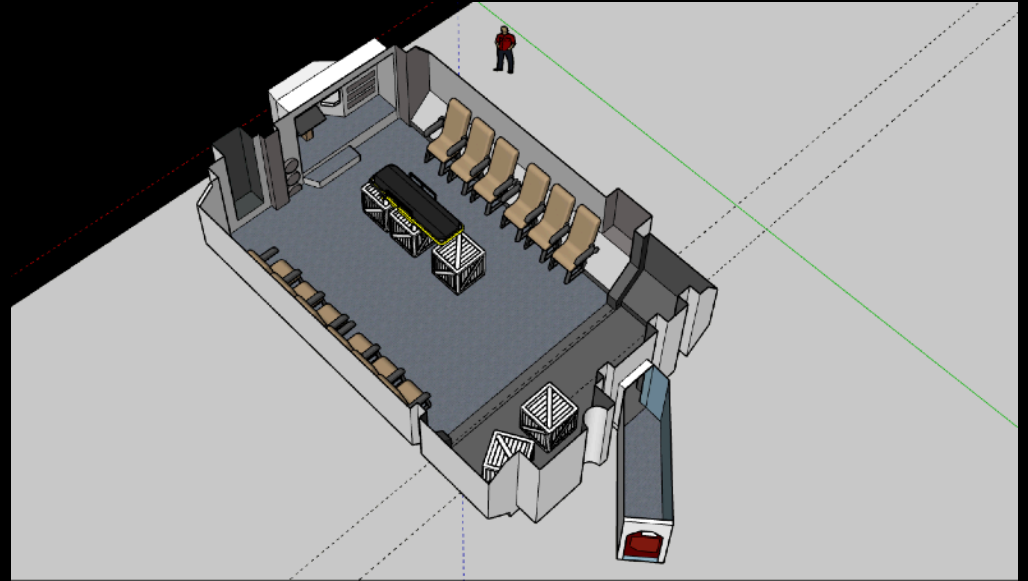
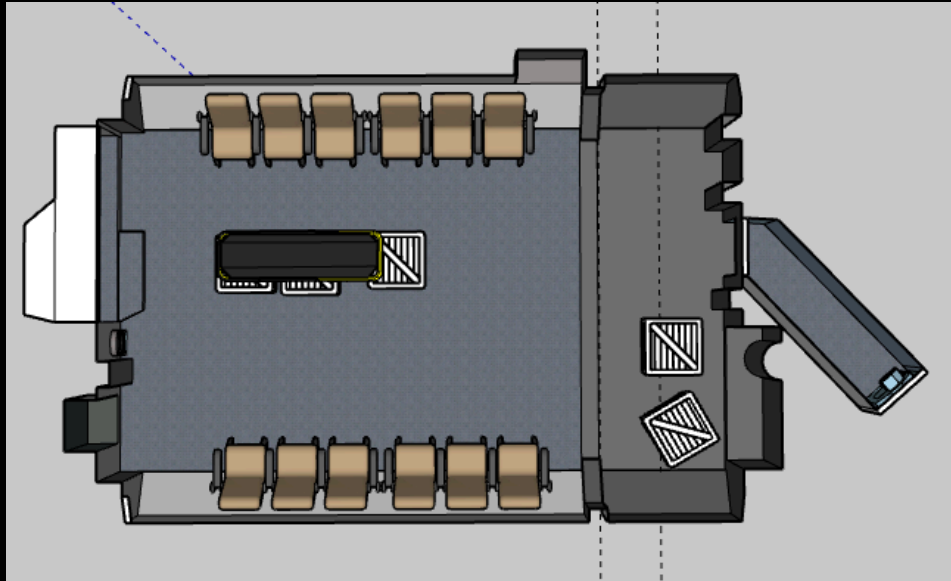
Set materials, signage, labelling and semiotics.



Set materials / lighting

SET CONCEPT

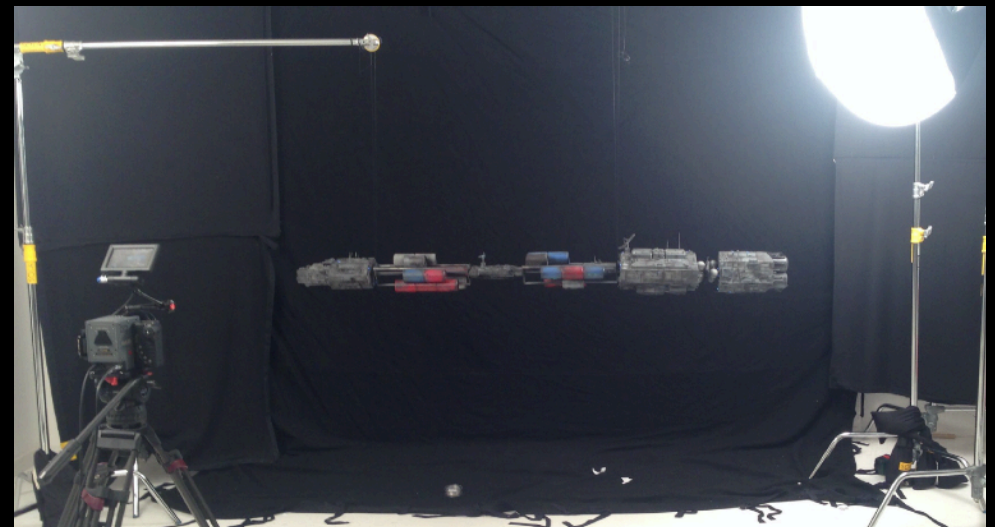
We will construct a ~7 metre set, allowing us to remove walls for filming access and lighting control. This also has the benefit of allowing 360 degree coverage of the environment. Here are some preliminary concepts, note the details of exterior window at the front, and airlock passageway which WARD enters at the end of the film.



FILMING MINIATURES

For the dramatic opening of the film, and to establish a sense of scale we will design, build and film practical miniatures of the *Borrowdale* colony ship and the escape pod.

We have a lot of experience filming miniatures for previous projects, here are some examples of our work:



STORYBOARD CONCEPTS, our initial ideas re. blocking & framing.



WARD rides out the blast onboard the lifeboat.



GRADY draws his weapon



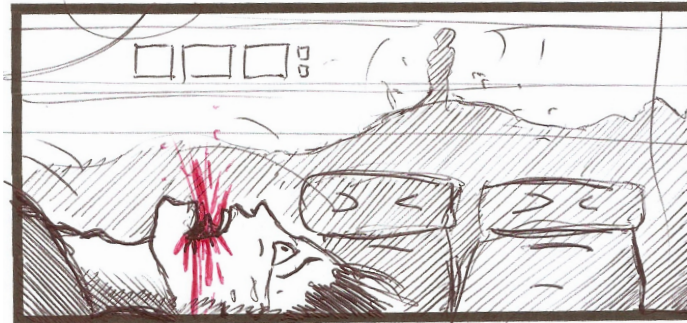
WARD meets **GRADY**



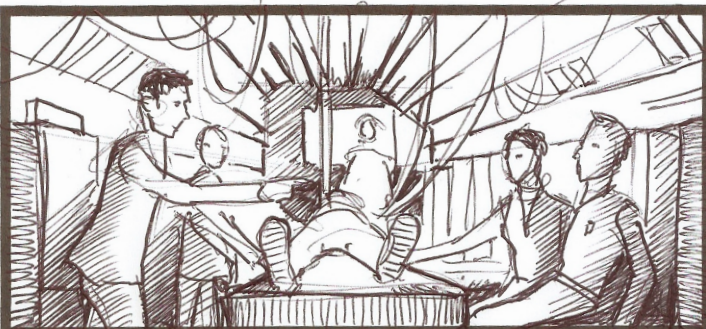
NASS puts down **GRADY**



WARD defends her patient



NASS is in trouble. The shadow of the chest burster can be seen on the far wall



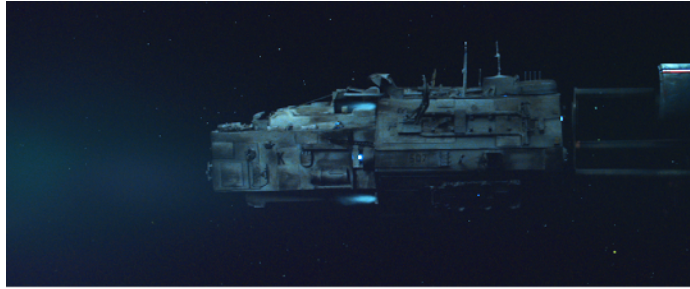
NASS walks over to quiz **ALBRECHT** and **WARD**



WARD writes a message on the hatch window. "DO NOT OPEN!"

OUR PAST WORK

SOMNUS (2016) Written and Directed by Chris Reading, VFX by Brewery. Trailer: <https://vimeo.com/94985143>



OUR PAST WORK

THE WASTES (2016) Written by Patch Ward and Chris Reading. Dir. Chris Reading. Trailer: <https://vimeo.com/178602537>



LIGHTING/SET REFERENCE



A dark space background featuring a large, partially illuminated Earth on the left, a bright sun in the center-right, and a small crescent moon below the sun. The text "THANK YOU" is centered in white, spaced-out capital letters.

THANK YOU