

THE WOMEN IN THE DIRECTOR'S CHAIR WORKSHOP
MAIN SCENE PREP NOTES

DIRECTOR:	Melanie Jones
MAIN SCENE TITLE:	“Beta and Ryan discuss their IIDENTS and escape into the tunnels of Under”
AS OF DATE:	Jan 4, 2013
SCENE DESCRIPTION:	
<p>(Type description here) Ryan and Beta get a brief moment of rest amidst the chaos and Ryan questions Beta’s belief that she will ever find her own IIDENT.</p>	
LOCATION WITHIN THE NARRATIVE: (what happens just before and just after this scene)	
<p>(Type description here) The scene just before is a flashback of Beta’s childhood abduction by The Faktory. The scene just after is of Beta and Ryan arguing in the escape tunnel while Kahlen and the others who helped Beta and Ryan are being tortured for information about their whereabouts/ escape route.</p>	
CHARACTER BIOS	
Character #1 Name: BETA	<p>(Type description here) Beta is a petite young woman around the age of 20. She has striking but unusual features and a blunt boyish, asymmetrical haircut. She is tough and efficient, the result of her life on the run, but still clings to hope for the future.</p>
Character #2 Name: RYAN	<p>(Type description here) Ryan is a young man around the age of 20. He is lean and fit, hardened by his experiences at the hands of Faktory. He is recently scarred by an attack on his safehouse. He is resigned to his fate and is seeking happiness and a life within it, possibly with Beta.</p>
MOOD and TONE:	
<p>(Type description here) The tone of the scene begins in a playful mood, then becomes serious and emotionally vulnerable, then ends with action and a sense of urgency as they must run.</p>	
LOCATION /SETTING:	
<p>(Type description here) Should be 1 location e.g. motel bedroom, 70’s living room, etc. Kahlen’s Home in Under</p> <p>Kahlen’s home is a space carved out of a waste dump, like all structures and passageways in Under. It feels more cave-like than built. A space carved out from the layers of waste and history of a prior era. It has been reinforced over time with salvaged pipes or any found materials that are strong and offer support. Although the ‘walls’ of the space are essentially compacted garbage, uneven, with a low ceiling, the space still manages to be home-y, filled with salvaged trinkets and furniture. Most people of Under</p>	

are collectors of a sort. Anything found that might be of value now or in the future is kept and stored. Light comes from a variety of fixtures scattered around the room and is dim, reflecting the preciousness of energy in Under. Nothing there is spent frivolously.

SEASON / WEATHER / TIME OF DAY:

(Type description here)

N/A – interior scene with no windows. Might as well call it Day.

VISUAL STYLES / IMAGES:

(Type description here)

I have a visual inspiration blog at <http://iident.tumblr.com/>

In a word, the world of the film overall is very GRITTY. Dirty, haphazard, chaotic, layered, anarchic, undone.

SOUND / MUSIC INSPIRATIONS:

(Type description here)

Inspiration-wise, I'm listening to a lot of electronic and heavy industrial music, old Nine Inch Nails, Tool. The sound and music would be very gritty as well, full of static and noise as much as the beats themselves. Almost more of a **soundscape** than a score per se. Some examples from my IIDENT 'playlist': (please ignore the visuals, this is best way to include the music without mp3s)

<http://www.youtube.com/watch?v=i5S0dkLZoTg>

<http://www.youtube.com/watch?v=wOoWkXEz-5E>

<http://www.youtube.com/watch?v=kl6ITweYxME>

OTHER NOTES (props, wardrobe, special effects, etc.):

(Type description here)

Props & Set Dec: futuristic maps and documents, Ryan and Beta's packs, misc. items Ryan packs in a hurry (food, supplies, fuel.) Weird and random practical light sources.

Wardrobe:

Beta – Dressed in something very practical but still futuristic, her pants/jacket have lots of pockets as she is always carrying around her bootleg IIDENTS, a weapon etc.

Ryan – by this point he is wearing some salvaged clothing, borrowed from Under, but he is still very pared down, similar to Beta's clothes.

Hair/Makeup:

Beta is very edgy looking and she has an asymmetrical hair cut with blunt bangs. Ryan should have some scars visible from his recent trauma.

UNDER:

