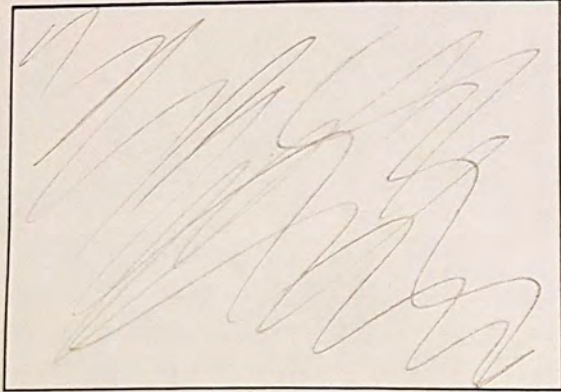


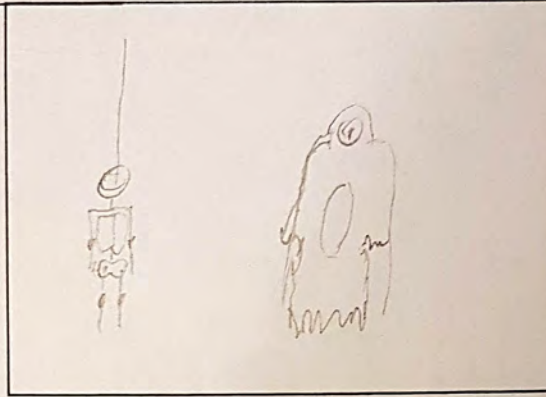
RONR



Scene 1

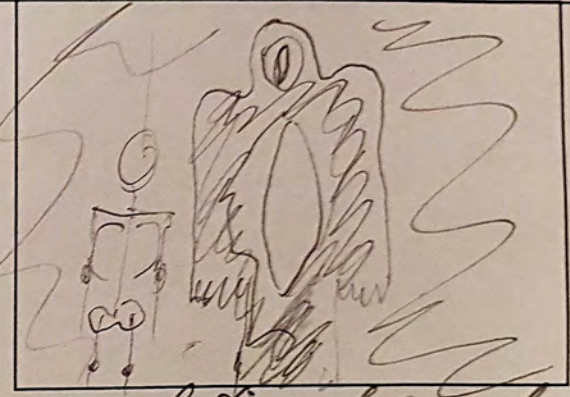
Dialog: "Where am I?"  
"It's a very important  
dream"

sound:



Dialog: "We are going to debate  
with everything of  
state"

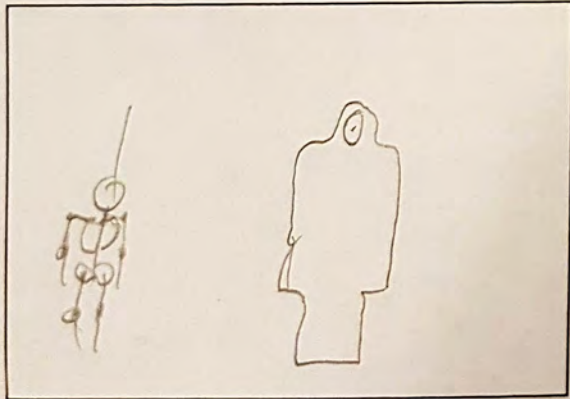
sound: low volume and  
Climax



action: selection of words

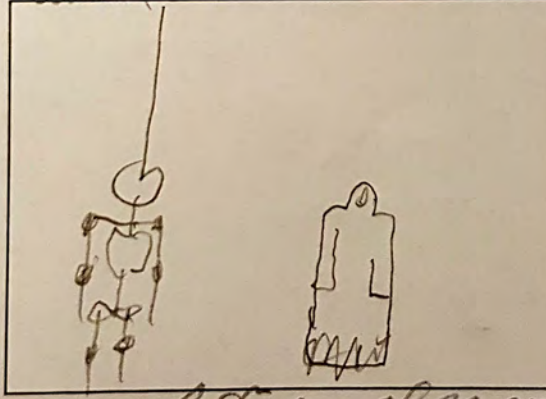
Dialog: fragments

sound: sad dramatic bg.



Dialog: fragments

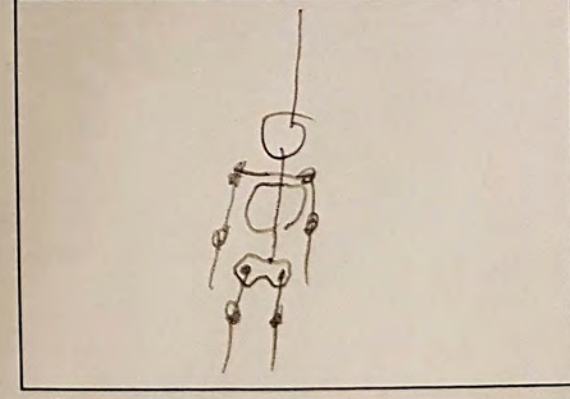
sound: sad bg.



action: selection of words

Dialog: fragments

sound: none



action:

Dialog: ~~fragments~~

sound: neutral bg.

**Genre:**  
**Horror.**

**Message:**

**Anxiety is very human, we have the  
ability to break ourselves down  
without any outside interaction.**

Setup: Black screen, dialogue box.

Presentation: a nightmare-setting, continued dialogue.

Point of no return: start of a debate between a human and a monster.

Confrontation: different points of view stated, debate.

Climax: depending on who is winning, the state changes.

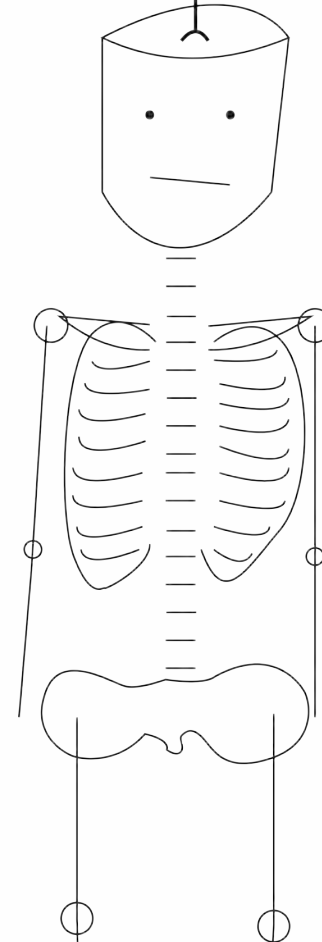
Resolution: final scene.

# Work sheet

## Character sheet

Story name: The Long Way Out

Character names: Scantu, Human Prototype



-3 characters (front) side by side

Your name: Rytis Drazdauskas

# Work sheet

## Model sheet

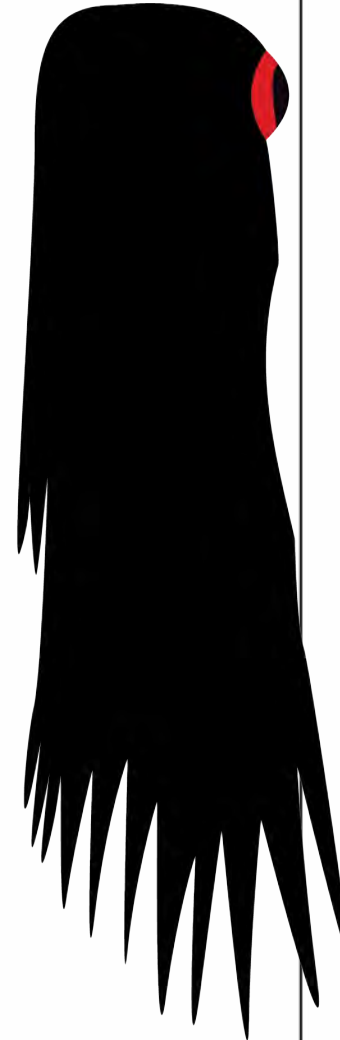
Story name: The Long Way Out

Character name: Scantu

Front

Back

Right side



Your name: Rytis Drazdauskas



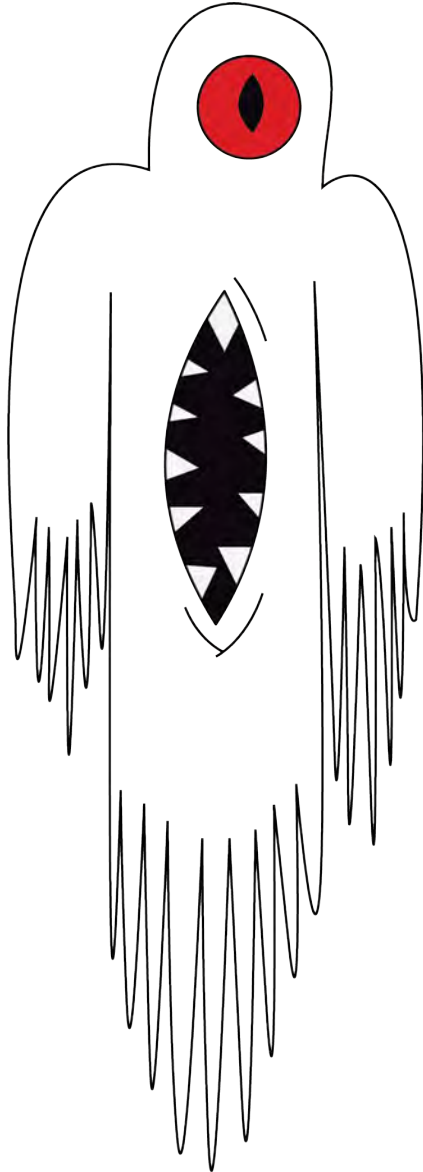
# Work sheet

## Pose sheet

Main character: Scantu

Core situations incl. props: \_\_\_\_\_

Situation 01



Situation 02



Situation 03



Your name: Rytis Drazdauskas

# Work sheet

Story name: The Long Way Out

Character name: Scantu

What drives the main character:

(Choose one: survival, safety and security, love and to “belong”, need to know and understand, selfworth and selfesteem, God and the noble cause, selfrealization)

Character's main goal:

The destruction of human will, consumption of energy.

What is at stake for the character:

His existence as a force.

Character's friends and enemies:

Character feeds on negative energy, fear, hatred, paranoia.

What the character needs to fulfill the goal/ mission:

Break down and destroy the rational human beings, engaging them into his inner circle.

Your name: Rytis Drazdauskas

# Work sheet Physical - Psychological - Sociological 01

Main Character name: Scantu

Gender(s) Genderless

Age Born together with self-awareness of human beings.

Height Can not be measured, depends on the human that it tries to consume.

Weight

Eye color Red, black.

Hair color -

Distinguishes marks (tatoo, piercing, scars) Back is scarred.

Illnesses -

Enhanced features A mouth for consumption.

Strenghts Psychological preasure.

Handicap -

Weakness Logic.

Build (basic shape)

## Social/family

Parents -

Siblings -

Marital status -

Relationship -

Pets -

Friends Fear.

Enemies -

Ethnicity -

Eating habbits Weak humans.

Main mode og transportation Transportation, levitation.

Workspace Depths of human conciousness.

Important items -

Weakness Logic.

Accent Any and none.

Living space Metaphysical.

Your name: Rytis Drazdauskas

# Work sheet Physical - Psychological 02 - Sociological 01

Main Character name: S c a n t u .

Beliefs -

Superstitions -

Fears -

Prefers groups or solitary life Ultra-solitary.

Planned-out or spontaneous Planned-out.

Hobby -

Prejudices None.

Stressors Never stressed.

Ambitions Growth.

Addictions Souls and lives.

Journal entries(keep diary) -

Leader or follower Completely solitary.

Music & book preferences -

Sleeping habits Never sleeping, always lurking.

How does x relax -

Recreation -

What excite s Prospect of a fight and victory.

Your name: R y t i s D r a z d a u s k a s

Obsessions -

As seen by others Only seen by certain individuals in form of a nightmare.

As seen by self Powerful, almighty.

Special memories -

Nightmares Is itself a nightmare.

## Clothes

Costume Ragged skin/fabric, transition is not visible.

colors white, black, red.

style Out of a nightmare.

uniform/specific outfit -

Rank Depends of a state of enemies anxiety.

Embroidery -

Belt, hat -

Decoration -



# Work sheet

## second character

Story name: The Long Way Out.

Character name: Broken-down human.

Characters role/part in the story:

Confrontation with worst form of anxiety.

Characters main goal:

Survival, safety from ones thoughts.

What is at stake for the character:

Life or quality of it.

Characters friends and enemies:

Friends; other humans. Enemies: solitary life with ones thoughts, fears.

What the character needs to fullfill goal/ mission:

The help of perspective or outside help.

Your name: Rytis Drazdauskas