

## Assignment 2: Movie “Inception”

### Spine

A great expert in subconscious infiltration is hired to break the energy monopoly conglomerate and assembles his team for the task. They exploit the idea of dream within a dream to go down several layers of sleeping in order to seed the idea of dissolving a company into the brain of the company owner’s son.

### Synopsis

1. Where are we; where/when does the story take place?
2. Who are we following in the story (the protagonist) and why them?
3. Who or what force is opposed to the hero of the story, and why are they in opposition (the antagonist)?
4. What do these characters want to accomplish; what is at stake for them?
5. What is the ensuing conflict, and why does it exist?
6. How does the action rise; how do things get more tense?
7. What is the final crisis, and how does it play out?
8. How do things resolve and wrap up?

We see a man (Dom Cobb) washed ashore and weakly looking at two children just a moment before fainting away. He is discovered by two armed men and dragged to a Japanese style house where he is met with an old man who looks at the man’s belongings and sees a brass spinner. We learn that the two men may have certain things in common and the brass spinner might have a meaning.

We see Dom and his partner (Arthur) performing a unique form of corporate espionage by infiltrating the subconscious of their target (Saito) in the two layers of dreams thus extracting precious information. We see them in the dream worlds before they wake back to our contemporary world. We also learn that Dom’s wife Mal is trying to sabotage the work Dom and Arthur are doing thus arguably appear to be the antagonist.

We learn that Dom has become a fugitive and a subject of refusal to entry the United States due to the past unfortunate events. Saito approaches him with an offer to help Dom to clear his criminal records and chance to reunite with his children in exchange for an extremely difficult and delicate job: plant an idea into a specific person’s mind. This person is Robert Fisher, the son of Maurice Fisher who is the owner of large energy conglomerate and Saito’s competitor and the idea is to dissolve father’s company.

We follow the main character as he assembles his team with an architect (Ariadne), forger (Eames) and chemist (Yusuf) as well as escaping from goons who were hired to get Dom to the previous employer for failing extracting the secret from Saito. We learn that every member of a team should have a totem which is used to help the owner to perceive whether he/she is in someone’s dream.

We see that Mal has committed suicide because she believed that the real world is a dream in the only way to wake up is to die. Dom perpetually blames

himself for her death and that her death is the real reason of charges against him and a restraining order to see his children.

Whenever Dom wants to sleep he uses a sedative since it is now the only way he can sleep. Every time he sleeps he sees Mal coming to his dreams and trying to sabotage his actions.

The main action begins when the team (Dom, Arthur, Saito, Ariadne, Eames and Yusuf) get a 10-hour flight with Robert in which they use Yusuf's strong sedative to lure Robert into a long shared dream with three levels which have to be synchronized with perfect timing in order to succeed.

The first level begins with Yusuf's dream in a city under heavy rain. Here we learn that Robert's mind has been trained to protect against subconscious intruders and generated defenders come closer to the team and mortally wound Saito. Robert is kidnapped and forced to tell a code from his father's safe but he manages to generate a series of random numbers which are later used in next levels of dream and they all sit in a van which is driven by Yusuf escaping from the defending forces of Robert's mind.

The second level is Arthur's dream in a hotel which inherits all gravitational effects of the driving van from the first level. Here Dom decides to perform a very dangerous trick — acting as a mind protection trainer to delude Robert's mind and lure it to his side. They convince Robert to enter his father's partner subconscious as his projection confesses that he was behind the kidnapping.

Then all but Arthur go to the next level which appears to be actually Roberts' dream and supposedly the last level of their plan. They push through their way to the fortress where the safe is. Since Ariadne has created this level only she knows the secret passage and Dom forces her to tell because they do not have enough time and puts the operation in danger due to the chance of Mal's appearance. Mal indeed appears when the team almost succeeded and shoots Robert after which Dom shoots Mal. Dom considers a mission failure but Ariadne convinces him to go into so-called limbo (dream where is no time) to save Robert and bring him back using defibrillator. While in limbo they appear in the world which Dom and Mal have built together long time ago and now coming apart. They find Mal and Dom convinces her that he would stay with her if she tells where Robert is. Mal reveals his location and Ariadne kicks Robert back to life in level three where he goes to the room where his dying father is and opens the safe with the numbers he pronounced in level 1. He finds out the truth that his father wanted Robert to be his own man and decides to dissolve father's company. In limbo Ariadne jumps off the building to go back where Eames initiates the building collapse to be in time for Arthur's kick which in turn to be in precise timing with Yusuf's kick. However, Dom stayed in limbo to find Saito who died in level 3 because that Saito is his only chance to reunite with his children.

That is where we are brought back to the first scene of the movie revealing that the old man is Saito and Dom has come to try to bring them both back. We see that Dom wakes up in the plane with everybody woken up and alive, goes through the customs with no problem and joins his children while leaving his totem spinning on the table. With that we are left with our assumption whether it was reality or a dream.

## **Characters Briefs**

1. Who is he/she? Are they a primary or secondary character and how do they relate to the game story?
2. What do they look like? What are they wearing or carrying with them?
3. What is their personality like and how does that personality help fulfill their role in the game story?
4. How do they relate to other characters in the game?
5. What are their strengths and weaknesses, and how can that affect the game story?
6. What are the motivating character goals for this character?

### **Dom Cobb**

The protagonist of the movie, a very skilled expert on information extraction from sleeping target by infiltrating their subconscious.

He is tall with accurately combed hair and neat beard. Wearing suits in the form of typical business attire and a wedding ring. Often has a gun in reality and dreams.

Dom excels at everything he is doing and considered to be the best extractor, though he has talent in architect area, as well as he performs well with shooting and combat.

He was a gifted student of Mal's father with whom he became friends leading to meeting his daughter, falling in love with and marrying her. They have two children.

With Mal they experimented in deep dreams, resulting to spend nearly 50 years in dream time, building own cities and feeling god—like. In this long dream Dom convinced his wife that it was not real, they killed themselves and woke up, but Mal continued to believe that it was not real and eventually has committed suicide to “wake up”. Before killing herself she has written a letter where she blamed Dom in her death thus provoking him to follow her as the only way to escape. Dom has become a fugitive and has plunged into a criminal world as a professional extractor. He also has taken her spinner as a totem.

Arthur is the right hand for Dom. The two have met when Dom has joined the criminal network. In the same area he has become acquainted with Eames.

Saito has been Dom's target but eventually turned into an employer and his way to stop being a fugitive and reunite with his children.

Ariadne has joined Dom's team as an architect and is helping him during his dream sessions with Mal's projection.

Dom's ultimate goal is to go back to his children and live happily together.

### **Mal Cobb**

Arguably the antagonist of the movie. She has dark curly hair and wears nice dark-blue dress. Wearing a wedding ring and sometimes weapon. She used to have a spinner as her totem.

She used to join Dom for shared dreaming resulting in her feeling that everything is a dream and believing that she has to die to get away from this “dream”.

In most of the movie time frames she has already committed a suicide.

Mal or Mal’s projection often appears in Dom’s dreams either to sabotage his plans or to bring back the memory of their anniversary evening or children.

Her (her projection’s) goal is to make Dom join her, that is, convince him to kill himself.

The other part of protagonist forces is Robert’s mind defenders who are trying to stop the team from penetrating deeper in target’s subconscious.

### **Setting Description**

The events happen in real world as well as in dream worlds.

We see a fast modern train, driving in a country-side area in some country, presumably in Japan. Later we see the urban setting with character on the top of the roof with helicopter landing spot.

The main character moves to the university in France with vast auditorium and nice vintage setting. Later Dom and Adriane appear in a cosy cafe with typical French streets of stone—block pavements, rows of fruit, vegetable and flower stands.

Several shared dream sessions happen in what looks like abandoned warehouse with big windows, scuffed walls and few columns.

Dom also appears in Mombasa where he meets Eames and Yusuf. We see narrow streets with old houses and overcrowded cafe of very simple design.

We see different dream locations:

City under rain, hotel and hotel with no gravity, snow fortress and city which Mal and Dom has built together.