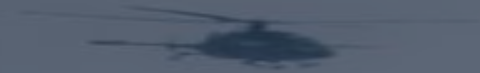# AT THE MOUNTAINS OF MADNES

Cover

Image Pitch v1 | Final v7 Based
Visual Concept + Production Logic

Pitch Focus

Story Engine

OPENING AERIAL / DISTORTED SIGNAL.

SHOT 01 OF7 Team of tide Re oge

SHOT 03 OF7 Ferrd Sboct Ray ai OE7

SHOT 03 OF7 Cable Monitor

SHOT 03 INt o gor Fhtot edge

SHOT 04 Monitor the precsion

SHOT 06 Mt c Gooo

Dr. Elias Keller

Protagonists

Dr. Lena Hartmann

Protagonists

Ensemble Dynamics

Protagonists

Antarctic Surface

Environments

Camp D1: Wrong Normal

Environments

Borehole + Vertical Shaft

Environments

Alien Structure Tunnels (Entry)

Environments

Alien Structure Tunnels (Pressure)

Environments

Iteration Chamber + Archive
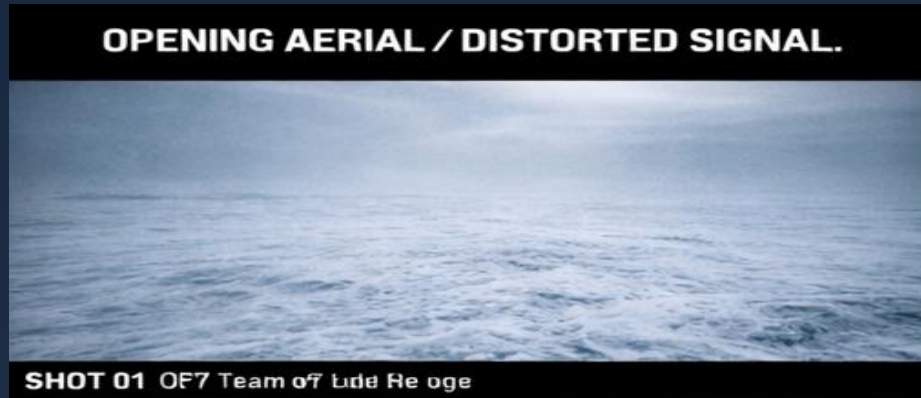
Environments

Isolation + Final Loop

Environments

Core Sequences Blueprint

Execution

Signature Motifs

Execution

STAPE	First Use	Transformation	Final Use
Son photo	Hecoploter introduced #2	Keller coverly #on: to parer obsession trigger.	Son-like etreene ch (#23/#24)
Notebook / protocol writing			

VFX Philosophy

Execution

VFX Philosophy Policy (v7.1)

Intent: Protect the film's clinical tone by defining where VFX serves story precis~~ and where it is explicity constrained.

Non-Negotiables

1. Practiclal-first execution in all actor-proximate zones.
- VFX is a scale and continuity tool, not aa style replacement engine.
- Every VFX event must preserve geographic readability and tonal restraint.

Do / Don't

- Use practical snow/wind/props and near-

VfiX

- Do not deploy loud morphing events t

Entity Behavior Rules

Execution

Entity Behavior Rule Set
(Elder Thing + Shoggoth) — **v7.1. Studio** Polish

Intent: Define strict behavior grammar so entities remain procedural intelligences, not monster antagonists.

Non-Negotiables
- Entities are **evaluators/operators**, never rage-driven hunters.
- **Movement** reads measured and purposeful at all times.
- **Interaction** priority is sensing/comparing/classifying, not killing
- No animal-coded performance language (roars, panting, pounce grammar)

Entity Operating Modes
Elder Thing (Analyzer / *Protocol Executor*)

Shoggoth
(Instrument // Adaptive Tool)

Final Production Read

Close