

CAMERAMAN Treatment

By Samekh Eyin Resh

Title

CAMERAMAN

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Logline (I CAN'T DECIDE WHICH ONE)

1. When pictures start to move and no one believes her, Sonya decides delve deeper into the legend to prepare herself against CAMERAMAN.
2. CAMERAMAN is an offbeat, campy horror comedy following SONYA, a woman who need to reconnect with technology, and others, to avoid being CAMERAMAN's latest victim.

Key characters

Sonya (lead/protag)
Josh(secondary lead/supporting/dueteragonist)
CAMERAMAN(secondary lead/antag)
Janet(supporting/antagonist)
Mario(supporting)
Jeremy(supporting)

Synopsis

CAMERAMAN claims his latest victim, Cameron, an influencer. Her picture is being shared across the country, due to CAMERAMAN's curse, enacted when individuals start to see the pictures play out the individual's last moments. Sonya, a technophobic programmer who has sworn away technology, is completely unaware of this. Until, one day at work, Janet shares Cameron's picture with her coworkers and sees it move. It moves slightly, as if it is unveiling more and more of the last moments on each iterative replay. No one else believes Sonya, including her other coworker, Jeremy, who thinks it's her possible psychosis. The day ends, and Sonya goes to eat at her favorite Italian restaurant. There. Mario, the host/server, asks her if she sees the picture, showing it to her. She sees it move, and freaks Mario out. That night, she cannot let it go.

The next morning, Sonya hacks her job's network to allow social media to be available. There, she starts to find out about the murders of CAMERAMAN and his list of victims. She makes a post to see if there are others like her, others who see. People goad her as she does more research on her job's computer. She stays at work overnight, doing intense research. Every picture she has researched is playing out each person's last

moments fully, with CAMERAMAN always being the last thing in the picture before it loops again. In the morning, she gives a presentation to prove to Janet and Jeremy of his existence, to no avail. She checks her messages and gets a message from two people, one asking if she's seen him in real life. She is sent home from work and begins to see CAMERAMAN on the train platform and at the Italian restaurant. It reaches a fever pitch when she attacks someone at work, seeing him as CAMERAMAN. She is ordered to take a sabbatical. Instead, she searches for a phone in her old connections, getting rejected. Eventually, she acquiesces and gets a phone, contacting the Redditor who asks her if she sees her in real life.

She goes to a bar, where she meets Josh, a survivor of CAMERAMAN. He and his friend, Paul, were hunted by CAMERAMAN, only seeing them together. Paul is eventually taken, and Josh is left. Josh explains to Sonya that he can help in some way. They leave to make a plan at her apartment when she runs into Mario, who is worried about her. He hasn't seen the CAMERAMAN, but he oddly enough believes her. They decide to reach out to the second person who said they were seeing CAMERAMAN. When they meet him, MALCOLM unveils himself to be an extreme government conspiracist, making the trio want to leave. Mario leaves his phone at Malcolm's, and the trio arrives right as CAMERAMAN kills him.

Josh and Sonya agree to sequester themselves in the forest, away from telephones and technology. They throw their phones away, drop Mario off, and wander deep into the forest. There, Lights continue appearing in the distance. As they run from the lights, their phones reappear in their pockets. CAMERAMAN beckons them to the light. Sonya, tired of running, decides to face the CAMERAMAN. They walk towards the light, seeing a large projection screen with a projector playing clips of Sonya from the past few weeks. CAMERAMAN appears and orders Sonya into place. Josh tries to help but gets restrained, and Sonya submits to the CAMERAMAN. She takes the picture, and, despite Josh's best efforts, he can't save her and watches as another of his friends is swallowed by the CAMERAMAN. CAMERAMAN looks to Josh, and speaks in Paul's voice, telling him he hasn't forgotten about him.

Tone

Campy/Comedic
Offbeat
unnerving

Themes

Social media dependence
Isolation
Being misunderstood
The inescapability of technology