

TREATMENT

ROCK PAPER SCISSORS

TAGLINE

There is no luck in the universe... only choice.

LOGLINE

After a devastating collision of space debris with the ISS, two astronauts and lifelong friends must decide their survival with the only game they have played since childhood: Rock, Paper, Scissors.

SUBJECT

The animated short follows two astronauts, Jacob and Michael, as a childhood game turns into the toughest decision of their lives. After a devastating aftermath of debris that destroys most of the ISS, they are both short of oxygen and only have one working spacesuit. Their friendship, humor, fear, and memories intertwine in a final game of Rock Paper Scissors that will decide once and for all who gets a chance to survive.

SYNOPSIS

In 2030, the International Space Station is heading for a collision with a swarm of debris. Jacob and Michael are working on the surface of the ISS when their normal workday ends in disaster. The station is shattered. After the chaos, they find refuge in a destroyed part of the station with minimal oxygen and a single emergency escape pod preparing to decompress. In an attempt to stay calm and find a solution, they try to preserve their old ritual and play a game of Rock Paper Scissors. The seemingly innocent game begins to become increasingly serious when they discover that they only have a few minutes of oxygen left and one of their spacesuits has a broken helmet. The final round is coming. The game they have played their entire lives, from childhood to astronaut training, now decides the fate of one of them. Michael wins again, but in a silent, emotional gesture, he gives Jacob his helmet, his badge, and his chance. The final montage shots show their journey together from childhood in cardboard helmets to adult astronauts who fulfilled their dream of leaving Earth, but with a tragic end.

DEFINITION

Range movie : 4-5 minutes.

Target audience: The film is aimed at people who can appreciate visual and emotional stories. Fans close person science fiction, which with holds reality. Enthusiasts universe, and movies as is Gravity, Interstellar or The Martian.

Primary genre: Science Fiction Thriller (*Sub-genre: Psychological drama, Survival*)

Topics movie:

- CHANCE And CHOICE: Repetitive with game *stone paper scissors* symbolizes randomness also the weight of decision-making in life-threatening situations.
- FRAGILITY HUMANITY: Story taking place in emptiness universe suggests the vulnerability of humanity and the importance of cooperation and unity in life's challenges.

Intention: Movie with trying to evoke considerations about balance between cooperation and competition, as also about the moral complexities of survival. Humanity's greatest strength is

often its ability to come together, even in the most adverse circumstances.

BASIC CLASSIFICATION AND NUMBERS

CHARACTERS

JACOB CARTER is the main protagonist of the story, a 35-year-old American subtly inspired by astronaut Chris Hadfield. His nature is analytical, technical and calm, but underneath the surface he hides a sensitivity that he rarely shows. He believes in fair solutions and his personality is also reflected in a small running joke. He has been losing at the game of Rock Paper Scissors for a long time, which has become a characteristic feature of his character. Jacob's visage seems serious: he has a slightly angular face, calm eyes and short brown or darker blonde hair. His look is a little tired, but at the same time determined. The spacesuit he wears bears signs of wear from previous missions, and on his sleeve he has a permanent patch symbolizing their journey together.

MICHAEL CARTER is also a thirty-five-year-old American. Unlike Jacob (his brother), he seems more emotional and impulsive, but at the same time warm-hearted. He is an extrovert who often lightens tense situations with humor, and his almost "mythical" wins in Rock Paper Scissors are a contrast to Jacob's losses. However, beneath the surface, Michael carries a deep loyalty and sense of sacrifice, which makes him an equally important pillar of the story. In appearance, he differs from Jacob in softer facial features, lighter and slightly disheveled hair, and expressive eyes that can communicate without words. His spacesuit is more personal, occasionally adding a sticker, scratch, or small talisman. In the final act, his broken helmet, damaged by red ticks, becomes a striking visual symbol, carrying a strong dramatic message.

EXTERIOR

ISS orbiting Earth at approaching with west The sun. Dark background universe.

INTERIOR

Main module: Central module, where with they collect and they work astronauts. Metal walls are built with panels, monitors and straps Velcro that secures basic tools and equipment. Some notebooks and clipboards float in the air. Small windows reveal the Earth, and they serve as next source lights. Also when they do scene less realistic, they serve also like a movie

supplement set dressing.

Air chamber: Cramped, useful space, where with astronauts they are preparing on EVA. Red safety handles and storage compartments are mounted on the walls. Scratches and dirt give the module a rugged, frequently used appearance.

After destruction is this space weakly illuminated and emergency lights they throw on damaged systems red hue. Floating papers, tools, equipment and exposed wires create a chaotic atmosphere.

DIVISION AND DEFINITION OF TRICKS

The entire film will be created in Blender using secondary programs designed for specific purposes. activities. For example Substance Painter will be used on textures, Marvelous Designer for creating and designing clothes. In addition, programs such as Photoshop for editing textures, Premiere For or DaVinci Resolve on cut and After Effects on composition footage. Movie is divided into three acts, each of which involves an event that moves the plot forward and significantly intensifies it. situation. Since goes about fully CGI movie, VFX tricks with in this project do not occur, however We encounter similar challenges during our creation. Interesting effects include:

Style

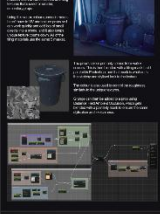
Emissive Gradient Materials



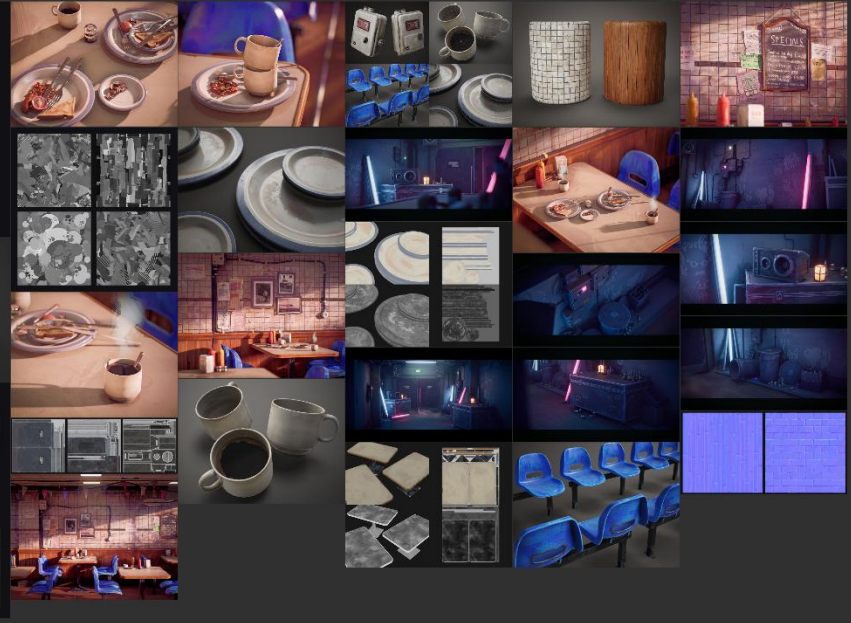
Painted Textures



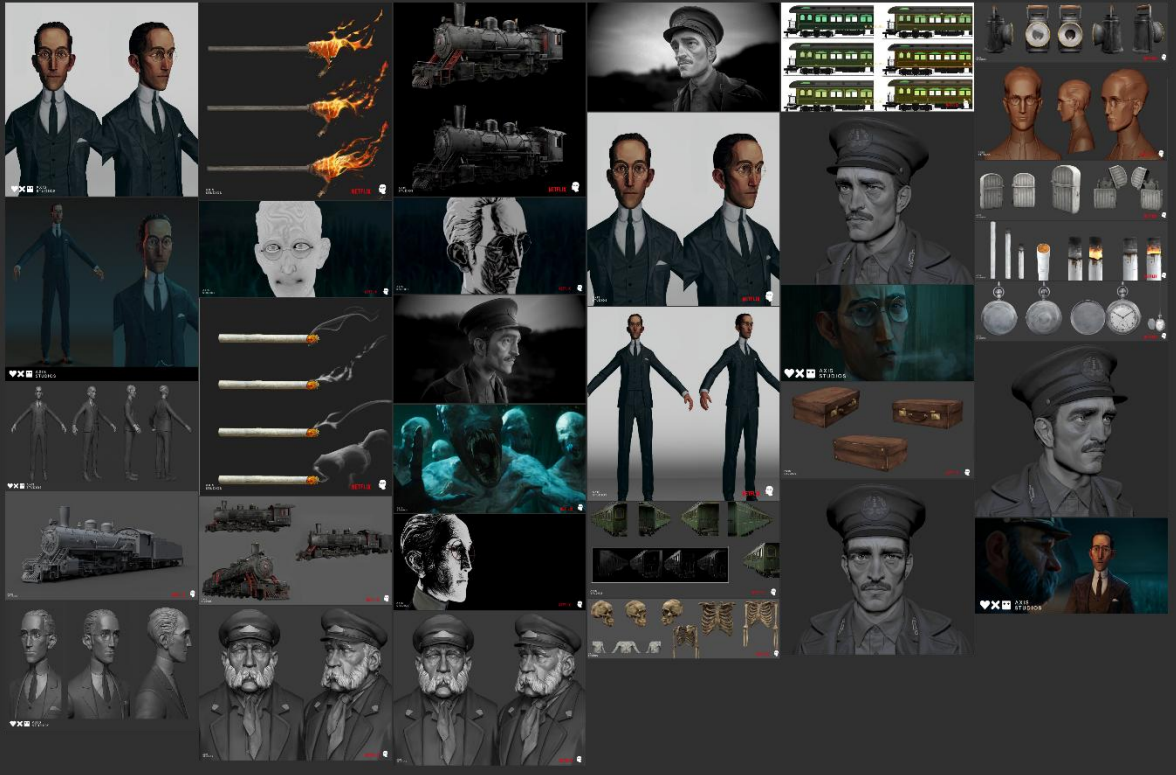
Tiling Material Props



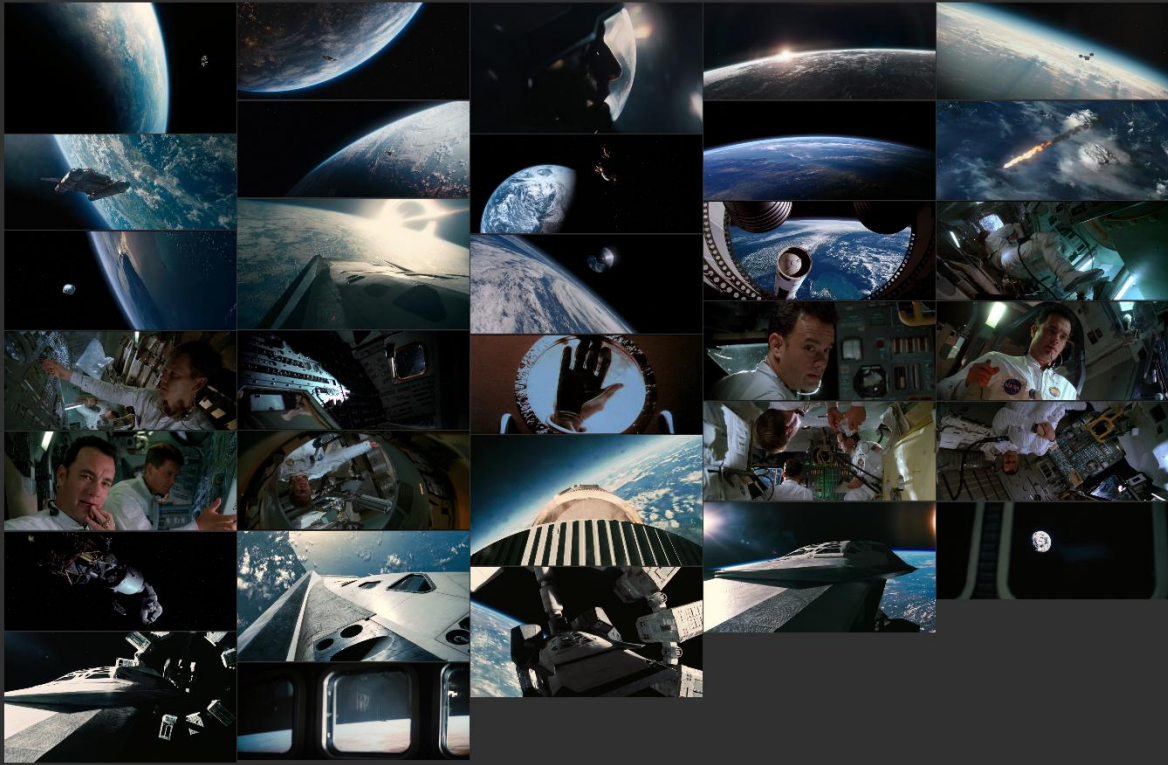
Tiling Normal Materials



Axis Studio



Shotdeck



Faces

