

## Astronaut short

### Mermaids (working title)

- Astronaut is gathering samples. POV shot from inside helmet looking down at a bag attached to a shovel. She's struggling to pick up a small rock
- A light starts flashing in the upper part of the screen, partially blurring her vision and illuminating her face. We see her eyes tilt up. The helmet tilts up toward the rover in the distance (across a gap) and the flashing stops
- We see her head come into frame as she stands up, facing right. She turns and looks at the ship, then back. She jumps off screen. There's a seconds pause while some dust passes
- She jumps along to check on the rover. shot of her from a distance, quite a ways away to emphasise how small she is.
- Add detail of the crevice into the foreground and emphasise the darkness at the bottom of it. She reaches the edge and takes a moment to prepare the jump. We see her leap across from a distance
- Things are moving slowly. We see a shot down (like a POV but no helmet) underneath her of the deep deep crevice... then approaching the other side.
- Close up on her feet landing just on the other side, one even hooking over the edge. Dust flies up
- 15 feet away, but not as far away as before in the canyon establishing shot, she comes from the right and stops at the rover, skidding past it slightly to show her clumsiness. She grabs onto the support bar of the rover and looks down.
- Low shot, a close up with the water in the extreme foreground. She pauses, reaches over the rover and dips her fingers in the water, pulling it up into several little bauble shapes. Her hand shakes in shock.
- We see her run into the background and start tapping the side of the helmet
- New shot but higher up so the water is to the right of the screen and she's 10 feet away, the ship silhouetted far in the background. She's tapping her call button... pause... and then try tapping again.
- She then tries on the rover. She looks back at the rover, back to the ship, back to the rover and starts hitting a button on the rover. She pauses and then starts waving
- All the while the water has seeped off screen.
- She looks back at the rover and then towards the camera
- Pause
- All the while the water has grown into a rounded tear shape. It sits at center frame, settling as though it were just moving. It bulges again like something is moving inside of it and looks even more human. we see the rover and astronaut from just behind (and through) the creature, astronaut jolts backwards in surprise. the creature is metaphorically bigger than her on screen.
- Her from ground height, standing stock still as it rides up and its bottom splits open into two legs.
- Now the angles are reversed and were looking at the scene diagonally from high above her head so that she and the creature are both small as it settles into human shape.
- Pause as it turns and runs offscreen
- Close Up her her helmet standing still. In the reflection, the rover starts moving towards it, she looks at the rover, wakes out of her haze and starts jumping towards it too, coming off screen.

It runs down into a cavern and she follows after it

- low angle from inside the crater. Most of what's interesting about the cavern is implied to be behind us as rocks just into frame from behind us, looking up. They're shaded a little darker than the rocks from before. more and more darkness is coming.
- she comes to the edge of the crater and starts tentatively jumping down in two slow very vertical jumps.

She lands in a crater

- low angle as she lands below frame in the crater. Her hands pop out and then her head, facing away left as the creature runs past right in the extreme foreground and her head turns suddenly.
- an angle of a large rock from a distance. She hops out from behind it going right and the creature runs by in the background going left. She changes direction to chase it and starts slipping. Once she straightens out, more pass by her going left again and she chases them.
- New from the side and high up at a distance, of the water baby running along into a large crater and back out. She comes into frame as it exists jumping over the crater, falling, landing on her hands and knees, barely getting semi vertical again before she runs at it.
- Some pass in the background as this happens that she doesn't even see.
- One runs over a hill and down at the camera and gets close as a shadow builds behind it and her hand reaches through it in shadow and crushes it. It turns back to water in her hand jiggling in the air and turning into spheres.
- One shot of her looking at her hand bringing it close to her face, facing right.
- POV shot of her hand as water starts beading and dripping off of it, running around her hand. The hand lowers and the background racks into focus as the water runs away and into the darkness of a cavern.

Distance shot as she stands compared to the size of the dark overhanging cavern opening. Waterlines and wear can be seen all around her, pointing downwards. She looks small.

- in this shot she turns around and taps her receiver one more time. she puts her hand down in defeat. she turns back around and faces the hole.
- The soft beeping of the water sensor stops.
- We see her land in the hole at the bottom, silhouetted against the last of the light we can see. She's tiny and the cavern is huge. A penny compared to a piece of paper.
- She jumps along a little ways into the darkness and we see her helmet light become illuminated as a tiny screen shaped square with a little headlight dot above it. The square starts bouncing along.
- Semi close up where we see her face looking around as she moves (but shes still small in the frame. Divots in the rock growing larger as she moves along the passage. She stops and runs her hand along them, her fingers catching on the edges. Water shapes run past her and she turns
- cut on action to the shapes running away from her and becoming child shaped and childlike as they disappear into the caverns. Her headlight catching them and then fading.
- cut on action again. starting out black with the figures lit from behind by her light. She comes forward and her light fills a cavern as they two child figures scale the rocks and run into the water. of the cavern.
- we hold on her light filling the cavern to get a sense of what it looks like as the water rippling fades. and settles. her light casts a reflection across the water. There's some light already there and we can make out rocks and sand and stalactites. that attach the ground to the roof. Some are even diagonal and curved from gravity free water.
- she comes forward deeper into the cavern to the water's edge, and steps in.

- semi closeup She runs her hand along it and tests the water with her fingers, rubbing it between her thumb and forefinger it runs from between her feet and away to the center of the pool.
- extreme close up of water leaking down one of the stalactites. toward the ground.
- closeup of water rushing off of the rounded (a bit skull shaped) rocks at the bottom of the underground lake.
- shot from behind her as she backs away scared, a red light beginning to flash on her air pack. her headlight illuminated the shape forming at the center of the lake that's becoming waist height.
- closeup of the rushing water under her feet pulling her forward.
- close shot of the shape center frame so its ethereal but disturbing as the shape becomes human and masculine looking, tall and strong (a straight lady equivalent of a tantalising mermaid) it reaches its hand out towards the camera.
- Side on shot of her facing left in a semi closeup as the water reaches out and touches her helmet, then breaks back into water and flows downwards. She gently closes her eyes.
- closeup of water running down her arm and body from above angking down
- closeup from above angking down of water dripping off her shoes as they slowly descend towards the ground.
- cut to a different angle of her tennis shoes hitting the ground, the laces settling from zero gravity to gravity.
- Medium shot. Her eyes open. Her face looks around, we see her without her helmet in her everyday clothes. her hands raise from being at her side. Her hair is wadded up in a settled shape because the helmet it still affecting it. Her face is still red and sweaty from lack of oxygen. Her eyes start looking around.
- Shot of the side of her house. Little details she would remember like the cds hanging from the weeping willow and the overturned yellow and red kids car with a missing wheel.
- other detail shot of the car parked next to the house, the house number visible on the front of the porch post. Tree shake from the wind. a wind chime shakes and jangles next to a birdfeeder on the porch bannister. A huge metal hummingbird is attached to the door screen.
- A child comes out of the house and runs into her husband's arms. the shot settles on her husband at the center of the screen so we can see he was the figure. a second of pause
- ex closeup of his distinctive mole.
- ex closeup of the corner of his mouth turning up.
- semi close up of him smiling and blinking next to the boy whose smiling. wind is blowing through their hair.

- medium shot side view of her face smiling and her eyes slowly blinking. his face leans down into frame to touch her face but it turns into water as it touches where her helmet is and drips out of frame. he pulls away and it stops. her smile fades.
- same shot but as a close up with him and all visible info about her surroundings out of shot. her face changes as she's struggling to breathe and grabs at her throat, her face red and extremely sweaty.
- her pov of her husband reaching up his hand
- smash cut to the real life water hands (in a shot thats placed just in front of where his shoulder is) lifting her hands to the latches on her helmet.
- cut back to the previous closeup of her face, head tilted back now, smiling with relief
- Wide shot of the two of them standing on the lawn as she lifts the helmet and then smash cut to them in the cave as the cracking sound of oxygen hisses and a visible vapour escapes the edge of the helmet.
- The same angle shot of her relieved face again but her face turns desperate and terrified as she starts to collapse. her hair in the dream world starts floating upward and spreading out
- cut a shot of her collapsing from behind her, the figure removing her helmet as she falls out of it, letting it float upwards.
- that same closeup of her face but now definitely back in reality, her sweaty bulging face turns toward the camera as sweat beads off of her into the vacuum.
- close up of skulls and bones and tubing coated in muck at the bottom of the lake, water running upwards out of the eyes.
- close up of what was a human hand suspended by a floating blob of lake water that's slowly stretching upward.
- cut to a skeleton semi absorbed into the structure of a stalactite. water is flowing up it.
- shot from over the shoulder of the thing as it loses its shape. She swipes at it with her hands but it just moves and breaks apart. her eyes are seriously bulging out. as she starts falling into the all fours position she looks down at her feet.
- shot of her feet touching the ground and trying to stand her body up to face the thing. it starts to work but the water looms over her and then pounds her down, gushing outwards towards the camera.
- full body shot from the side and slightly front on. we see her underwater trying to close her eyes and mouth, put her hand over her mouth and nose and hold onto a rock. A light passes over her, shining over her whole body as it passes over. she opens her eyes and tilts her head up.
- close up shot of her getting her feet back underneath her
- distance shot of her whole body as she jumps upwards and swims frantically.
- shot of her swimming inside the thing struggling upwards towards the camera, desperation in her eyes.
- back to the external shot of her getting closer to the top
- semi close up as her hand breaks the surface and grazes the side of the helmet pushing it away. that same hand reaches around frantically (left then right and) grabs onto a stalactite as the other hand quickly reaches out and snatches the helmet by its light fixture. she pulls herself out and quickly pulls the helmet on before the water rushes up and crushes her against the ceiling, hiding her for a moment.
- closeup of the clamps shutting on the neck.
- quick cut to her hand reaching back and typing into a pad that starts glowing but still flashing red.

- helmet closeup of her determined but dazed face and her hands keep angrily climbing.
- tunnel shot with black edges of her clawing her way upwards out of the water even as it rushes over her, getting past it and speeding right up.
- distant shot of her crawling out of the mouth of the cave and along the surface, breaking into a half horizontal run.
- low shot of the water dripping upwards out of the hole as we see her tiredly scaling the edge of the lower canyon far in the background.
- moving shot that follows her over the lip and jump running along half falling, arms flailing. jumping very much horizontally. She reaches the lip of the big canyon and barely jumps, giving herself one last push with both feet on the lip of the big canyon.
- above shot of her racing forwards not very slow paced but as she reaches the other side she starts spinning uncontrollably and hits the other side, bouncing back off and pushing herself away more as she reaches for the rock surface.
- pov shot from inside the helmet as she rotates, as she starts facing the other side of the canyon, drops of water start touching the outside of the helmet like rain.
- closeup of the helmet from the outside (from her right side looking down and diagonally at her face like a friend would) as she starts losing consciousness and her eyes start closing, bigger and bigger drops of water landing on her face. we pause for a second of hopelessness. Suddenly a second person's hand reaches down and touches her face. then their other hand. Her eyes flicker back open.
- Top down shot of her face: We see her get back inside the ship and get set down as a hand reaches under her and attaches a new oxygen tank to her back. She gasps for air as she takes it in, squirming and holding onto a support bar.  
From the inside of her helmet we see the other astronaut take off his helmet and check on her, then hear the water sensor going off, then catch his breath and look back at her smiling  
She frantically shakes her head no with her minimal energy and keeps shaking as we see the reflection of the open door closing, casting darkness across her helmet and shadowing her face into obscurity until you can't see her complaints any more.