

Assignment 3: Webcomic Script and Pitch

By Henry Verrill, 7-28-2024

Story Sentence: Ashley, an escaped serf, finds a secret that might save everyone in The City, if she can escape the faceless monsters that enslaved her.

Character Bio: Ashley is an escaped serf and a scavenger for a small commune of other escapees. She's calculating, but reacts emotionally. One day, while out scavenging, she finds something she shouldn't, and pays the price.

Pitch: Initially, this story will be a sci-fi dark dystopia story, focusing on moving past grief and what freedom means. As the story progresses, the darkness will lead to a coming of age story focused on progression and found family. The art style should be realistic, with magical elements being drawn in a drastically different style, being colorfully drawn and filled with random texture and rough strokes. Pages will be full-page and the reader will navigate with page-turns. Ideally, the comic will be posted on Kindle, a personal website, and social media such as twitter and instagram. Pages will be published one at a time, 2-3 times a week, with weeklong breaks every month. The series will have format parallels to popular webcomic Ava's Demon and Kill 6 Billion Demons, but will have more in common in genre with games such as Cyberpunk 2077 and books/shows like The Expanse.

Synopsis: The comic starts with a cold open of Ashley unscrewing a vent in a damp hallway. She kneels down and unscrews each corner, gently setting the grate to the side, and crawls in. A minute later, a rope is gently lowered down into a cold, white warehouse looking room. Ashley slides down with practiced precision. She pulls a small crowbar out from a loop on her belt and cracks open one of the plastic crates. Packaged meals spill out, enough food to feed hundreds. Ashley shovels them into her duffel bag, and something shiny catches her eye. It's a metal case,

buried underneath all of the meals. She pries open the metal case, emblazoned with the Ruler's logo, with little fanfare. Inside she finds a book, titled *United Republic of Terra: Colonial Handbook*. The book is old, and she starts to open it, but she hears a faint buzzing in the distance. She grabs the book, closes the plastic crate as best she can, and starts up the rope. She hears the buzzing get closer and closer, and she crawls into the vent just in time, pulling her rope up after her. She takes a deep breath, relieved to have escaped from the Observance drone. She takes the trek through the vents back to the damp maintenance hallway she came from.

Page Breakdown:

Page 1: Ashley kneels and unscrews a vent grate, and crawls in.

Page 2: An interior view of a cold, white warehouse with metal shelves filled with multicolored grates. The view pans to a grate in the ceiling, which swings open, allowing a rope to fall down. Ashley slides down the rope, her grimy self an odd contrast with the perfectly clean storage room.

Page 3: Ashley pulls one of the similarly white plastic crates off the shelf and pries it open with a small pry bar. Several bland packages spill out, and Ashley grins, and begins shoveling them into her bag.

Page 4: Then, Ashley finds a metal case, emblazoned with the Ruler's logo. She pries it open, and the view pans to the book, titled *United Republic of Terra: Colonial Handbook*. The lettering is faded, and she starts to open it, but is interrupted by a faint buzzing which sends Ashley's excited face into one of terror.

Page 5: Ashley grabs the book and tosses the case into the now less-full white crate. She slides the crate back onto the shelf, and starts up the rope. A view pans to a strange looking drone hidden in shadow, with three red light beams searching every which way. A view pans back to

Ashley as she eventually slides back into the vent she came from, she looks down to see the strange drone searching for where she just was. She finishes pulling the rope up, and the grate closes behind her.

Page 6: Ashley exits a maintenance hatch, edged by faded yellow and black hazard tape. She stands up, and there's a cheer. Several dozen other people are happy she's back. Ashley smiles. A young woman, about her age, walks up to her and they hug. Ashley pulls away, and holds up her bag. "I got food!" she says. There's another cheer.

Panel Breakdown

Page 1

Panel 1: A side view of Ashley kneeling in a dark, colorless hallway lined with dozens of pipes and wires.

Panel 2: A close up of a screw in a grate being popped out

Panel 3: A wide shot of Ashley crawling into the vent.

Page 2

Panel 1: An interior view of a cold, white warehouse with metal shelves filled with multicolored crates.

Panel 2: A grate in the ceiling swings open, allowing a rope to fall down.

Panel 3: Ashley slides down the rope, and lands on her feet. She's grimy and dank, an odd contrast with the perfectly clean storage room.

Page 3

Panel 1: Ashley pulls one of the similarly white plastic crates off the shelf/

Panel 2: Ashley starts to pry the crate open.

Panel 3: A THUNK sounds as the crate pops open.

Panel 4: A wider view, showing several bland packages spilling out.

Panel 5: Ashley grins, and begins shoveling them into her bag.

Page 4

Panel 1: A view of a metal case, emblazoned with the Ruler's logo, buried in the food.

Panel 2: Ashley grabs the metal case, and starts to pry it open.

Panel 3: The case opens with a CRACK, and the view pans to the book, titled *United Republic of Terra: Colonial Handbook*.

Panel 4: The lettering on the book is faded, and Ashley starts to open it.

Panel 5: She is interrupted by a faint buzzing sound, which sends Ashley's excited face into one of terror.

Page 5

Panel 1: Ashley shoves the book in her bag, and tosses the case into the now less-full white crate. She slides the crate back onto the shelf.

Panel 2: Ashley starts climbing the rope.

Panel 3: A view pans to a strange looking drone hidden in shadow, with three red light beams searching every which way.

Panel 4: A view pans back to Ashley as she eventually slides back into the vent she came from.

Panel 5: Ashley looks down to see the strange drone searching for where she just was. She finishes pulling the rope up.

Panel 6: The grate closes behind her, the ominous buzzing still echoing.

Page 6

Panel 1: Ashley exits a maintenance hatch, edged by faded yellow and black hazard tape.

Panel 2: She stands up, and there's a cheer. Several dozen other people are happy she's back.

Panel 3: Ashley smiles. A young woman, about her age, walks up to her and they hug.

Panel 4: Ashley pulls away, and holds up her bag. “I got food!” she says. There’s another cheer.

Dialogue

Page 1

Panel 1: A side view of Ashley kneeling in a dark, colorless hallway lined with dozens of pipes and wires.

SILENT PANEL

Panel 2: A close up of a screw in a grate being popped out

1. SFX: SQUEAK! CREAK!

Panel 3: A wide shot of Ashley crawling into the vent.

2. SFX: Shuffle, shuffle...

Page 2

Panel 1: An interior view of a cold, white warehouse with metal shelves filled with multicolored crates.

SILENT PANEL

Panel 2: A grate in the ceiling swings open, allowing a rope to fall down.

3. SFX: Whump!

Panel 3: Ashley slides down the rope, and lands on her feet. She’s grimy and dank, an odd contrast with the perfectly clean storage room.

4. SFX: Thump.

Page 3

Panel 1: Ashley pulls one of the similarly white plastic crates off the shelf.

SILENT PANEL

Panel 2: Ashley starts to pry the crate open.

SILENT PANEL

Panel 3: The crate pops open.

5. SFX: THUNK!

Panel 4: A wider view, showing several bland packages spilling out.

SILENT PANEL

Panel 5: Ashley grins, and begins shoveling them into her bag.

6. SFX: Rustle, rustle... Crackle, crackle...

Page 4

Panel 1: A view of a metal case, emblazoned with the Ruler's logo, buried in the food.

SILENT PANEL

Panel 2: Ashley grabs the metal case, and starts to pry it open.

7. SFX: Creaaak...

Panel 3: The case opens, and the view pans to the book, titled *United Republic of Terra: Colonial Handbook*.

8. SFX: CRACK!

Panel 4: The lettering on the book is faded, and Ashley starts to open it.

SILENT PANEL

Panel 5: She is interrupted by a faint buzzing sound, which sends Ashley's excited face into one of terror.

9. SFX: bzzz....

Page 5

Panel 1: Ashley shoves the book in her bag, and tosses the case into the now less-full white crate. She slides the crate back onto the shelf.

10. ASHLEY: Shit...

11. SFX: Bzzzzzz....

12. SFX: Ziiipppp!

Panel 2: Ashley starts climbing the rope.

13. SFX: Shuffle, shuffle...

14. SFX: BZzzzz....

Panel 3: A view pans to a strange looking drone hidden in shadow, with three red light beams searching every which way.

15. SFX: BZZZZZZZZZZZ...

Panel 4: A view pans back to Ashley as she eventually slides back into the vent she came from.

16. SFX: BZZzzzzz....

Panel 5: Ashley looks down to see the strange drone searching for where she just was. She finishes pulling the rope up.

17. SFX: BZZZZZZZZZZZ...

Panel 6: The grate closes behind her, the ominous buzzing still echoing.

18. SFX: Clank!

19. SFX: BZZzzzzz...zzz...

Page 6

Panel 1: Ashley exits a maintenance hatch, edged by faded yellow and black hazard tape.

20. SFX: Creaaak!

Panel 2: She stands up, and there's a cheer. Several dozen other people are happy she's back.

21. RANDOM: ASHLEY’S BACK!

22. SFX: WOOO! YAY!

Panel 3: Ashley smiles. A young woman, about her age, walks up to her and they hug.

23. ASHLEY: I’m back...

24. YOUNG WOMAN: Thank the Rulers, we were worried.

Panel 4: Ashley pulls away, and holds up her bag. “I got food!” she says. There’s another cheer.

25. ASHLEY: I got food!

26. SFX: WOOOHOO!!