

The Dead Can't See Me One-Shot

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Genres: Horror, Psychological, Post-Apocalyptic, Bitter Nostalgia.

Page Count: 9

Panel Count: 45

Synopsis:

At the end of the world, horrific creatures walk the land. With humanity having fallen, a lone survivor continues to live on apathetically. The reason for their survival? It appears as if the dead cannot see them.

The Survivors' life as a scavenger continues on, as if they were a ghost among the living. However, one day a child-like monster holding a red balloon stares directly at the survivor. Fearing terror for the first time in a long time, the survivor attempts to flee and block out the memory. If only it was so easy.

Characters:

Survivor:

(Perhaps a cute smaller girl [or boy] to contrast with the horrors around).

Balloon Child:

Child-Like/Clown like Monster, carrying a red balloon.

Large number of various monstrosities.

Notes:

It might be interesting, that if the story is in color, that perhaps the survivor could be in black and white. Somewhat representing their unseen-ness.

Script Layout Example:

Page #:		
Layer # (Size) Panel #:	Panel description.	Visual/Sound effects.
Character name: (Attached to above panel).	Dialogue.	Speech Bubble Type.  
Layer 1 Long Panel 1:	Introduction, Full-body Shot: Introducing character, showing full body. (Allowing audience to see full design).	SFX: Kaboom! ~ VFX: Black background.

Glossary:

Layer: Refers to the panels placement. All panels of the same layer are placed next to each other. Layer 1 Panel 1 would be First layer/first panel.

Panel Size: Is the size of the panel. If no description then default. Types of sizes, **Big/Small** – **Wide/Long** – **Thin**. Sometimes a description like **Super** will be added to denote that the sizing needs to be more than normal. Such as, **Super Big**. Which would generally take up most the page.

Shot: A shot describes the focus and angle of the camera. Art direction terms such as, **Half-body, Full-body, Head-shot, 2/3rds shot, Side shot**. Will be used and should be treated as the standard art definitions. **Camera:** What the panel is focusing on.

Background: BG – The back of the shot. **Midground:** MG – The middle of the shot.
Foreground: FG – the front of the shot.

Bubble Types: Nothing written is basic **Speech Bubble**.  : Is a **Thought Bubble**.  : is a **Starburst Bubble**. There are also **Narration Bubbles** and **Narration Boxes**.

SFX/VFX: Sound/Visual Effects. **SFX** is written out. **VFX** can be written out or drawn depending on the effect.

One-shot Script:

Page 1:		
Layer 1 Panel 1:	Half-Body head on Establishing shot: A blank eyed Survivor shuffling forward.	
Survivor:	Have you ever felt like everyone else is looking right through you?	Narration Box:
Survivor:	That you're an invisible fly on the wall?	Narration Box:
Layer 1 Panel 2:	Same shot, camera pulled back further: A little bit more of the surroundings show. It seems like Survivor might be in the center of a street.	
Survivor:	I used to kind of feel that way.	Narration Box:
Survivor:	Recently though, I haven't been feeling much of anything.	Narration Box:
Layer 2 Large Panel 3:	Camara pulled way further back, showing the whole city street. With various diabolical and wrong monsters around the place. One eating another. One climbed up onto the side of a building. Something just unseen slithering away into an alleyway.	
Survivor:	Not ever since the world ended.	Narration Box:
Survivor:	And the Undead were the only things left.	Narration Box:

Page 2:		
Layer # Panel 1:	Survivor ducking underneath the arm of a monster.	
Survivor:	I'm not sure if I'm the last living person. And I guess it doesn't really matter at this point.	Narration Box:
Survivor:	If there were others they would probably just end up like everyone else.	Narration Box:
Layer # Panel 2:	Survivor turning head to the side.	
Survivor:	Really the only reason I'm still alive... If you call this living?	Narration Box:
Survivor:	Is because for some reason-	Narration Box:
Layer # Panel 3:	Survivor's person being reflected in the eye of a monster.	
Survivor:	The Undead can't see me.	Narration Box:
Layer # Panel 4:	Survivor grabbing a can off the shelf.	
Survivor:	I have no idea why that's the way it is.	Narration Box:
Survivor:	And I stopped asking why a long time ago.	Narration Box:
Layer # Panel 5:	MC with head down. Walking past a check out area, which has a strange blobby creature packed into/onto it.	
Survivor:	Really I'm glad I haven't seen another person for a long time.	Narration Box:
Survivor:	It's better that way.	Narration Box:

Page 3:		
Layer # Panel 1:	Transition panel.	
Layer # Panel 2:	Darkness.	SFX: Click-
Survivor:	I've gotten used to life as it is. Including my new home.	Narration Box:
Layer # Panel 3:	Survivor inside a spacious crawl space. Being lit up by Christmas lights. With various scavenged things strung around the place.	
Survivor:	I couldn't bring myself to go back home. Instead I'm living here.	Narration Box:
Survivor:	The type of place that people weren't really in before. So it doesn't feel weird that they aren't around when I'm here.	Narration Box:
Layer # Panel 4:	Survivor leaning back in hemic with now open / empty can. They are staring away from the camera at a small window. That has a tiny horror not fully visible moving around outside of it.	
Layer # Panel 5:	Close up: Survivor's empty tired eyes as they are falling asleep.	
Survivor:	Today's already over. Tomorrow I'll do it all over again.	

Page 4:		
Layer # Panel 1:	Survivor inside the door of a store, stuffing something into a pouch, while waiting for a monster to pass by.	
Layer # Panel 2:	Survivor looking up, noticing something.	
Layer # Panel 3:	Establishing Shot: Balloon Kid staring directly at camera.	
Layer # Panel 4:	Survivor headshot. (Both staring at each other).	
Layer # Panel 5:	Balloon Kid headshot. (Both staring at each other).	
Layer # Panel 6:	Survivor somewhat freaking out and running away.	

Page 5:		
Layer # Panel 1:	Side shot: Survivor still jogging off.	
Survivor:	What was that?	
Survivor:	It was almost like...	
Layer # Panel 2:	Copy and paste of Balloon Kid headshot. With a filter over it.	
Layer # Panel 3:	Survivor ducks into a building, while shaking off the idea.	
Survivor:	No way! Just no way.	
Survivor:	Not a single Undead has seen me up till this point.	
Survivor:	It had to just be a coincidence.	
Layer # Panel 4:	Survivor in a panic jerking head over.	
Layer # Panel 5:	Balloon Kid standing in the doorway. Survivor staring on at it in a daze.	

Page 6:		
Layer # Panel 1:	Bust Shot: Balloon Kid's head turns to camera.	
Layer # Panel 2:	Survivor lets out a small squeal, tripping over themselves while darting away.	
Layer # Panel 3:	A monster wakes up from the noise and starts looking around.	
Layer # Panel 4:	Survivor slides to a halt, slamming their hands over their mouth and tightly clenching it shut. Horror in their eyes. The shadow of the monster casted over them.	
Layer # Panel 5:	Foreground: Balloon Kid's shoes walking closer. Background: Survivor turned towards Balloon kid. (Mouth still clenched shut). Standing in front of the still looking around Undead.	
Survivor:	I have to escape!	
Survivor:	But I can't make any noise?	

Page 7:		
Layer # Panel 1:	Upper-to-lower shot: Balloon child reaching hand up in a beckoning way.	
Layer # Panel 2:	Survivor tensed up, closing eyes.	
Survivor:	Is this it?	
Layer # Panel 3:	Darkness. Loud thumping footsteps heard.	
Layer # Panel 4:	Repeat of Panel 2 shot: Survivor slightly less tense, reopening one eye.	
Layer # Panel 5:	Side Lower-to-upper shot: Just the two of them standing there. Balloon Kid staring up at Survivor. Survivor looking around confused.	
Survivor:	i-It's gone?	
Survivor:	Did this Undead do that?	

Page 8:		
Layer # Panel 1:	Balloon Kid holds out the balloon, offering it.	
Layer # Panel 2:	Survivor hesitantly reaches out.	
Layer # Panel 3:	Hand Shot: Exchange between hands.	
Layer # Panel 4:	Survivor watches as the Balloon Child walks off.	
Layer # Panel 5:	A confused and weary Survivor looks up at the balloon.	

Page 9:		
Layer # Panel 1:	Shot of Survivor squinting.	
Layer # Panel 2:	Shot of balloon. Some shadows inside of it, which are very vaguely visible.	
Layer # Panel 3:	Shot of survivor, realization seen in eyes.	
Layer # Panel 4:	Closer shot of balloon. Clearly something is inside of it.	
Layer # Panel 5:	True horror encapsulated across Survivor's face.	
Layer # Panel 6:	Blackness.	
Survivor:	AAAAHHHHHHHHH!!!!	