



Production Notes Trailer, Short, and Part 1 of Episode 1

Trailer Storyboard and Scene Notes

Shot E1_01:

Opening Credits. Runtime is under 30 seconds.

Shot E1_02:

Camera: From space. An orange colored, and mostly liquid surfaced planet is in view. There is a single moon.

View: A standard satellite is in orbit, slowly spinning.
Text overlay of planet name and star date.

Cue VFX: Distant pyrotechnics appear. These are the signature 'unfolding from hyperspace' visual effect for the invaders, and notably different to the appearance of Confed ships performing the same action.

View: The satellite turns its sensors towards the pyrotechnics.

Transition: Cut

Shot E1_03:

Camera: Planetside at the local CNC (Command and Control Center). A computer monitor screen is flashing with warnings of ships unfolding in the system.

Camera pulls back revealing a Confed regular at the console. An officer nearby turns toward the beeping monitor.

Dialog: "What have you got?"
"Some kind of Gravimetric pulse at the edge of the system... looks like ships folding into regular space... but its weird.. [Cue Visuals : he looks up] .. they're not in the space lanes.
[Cue Visuals: officer is disturbed by this] "Where?"
[Cue Visuals: soldier points to monitor] "There" [Cue Visuals: as he points, the pulse suddenly disappears] "Hey ! Its gone!"
"Something's wrong. Sound the alarm, and give me a full power orbital scan."

Shot E1_04:

Camera: From space: The satellite begins deploying further sensors, and visibly powers up with extra self-illuminated pieces engaging. The view, however, looks deceptively quiet.

Transition: Fast Cut

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Shot E1_05:

Camera: Monitor Screen. Initially looks blank, but a ghostly form is flickering closer to the camera.

Dialog: "Sir!" cries the soldier anxiously. [Visual Cue: still on monitor]

Camera: The shape is resolving, but hard to track. Its similar to the Predator armor FX but more globular in nature. Regardless, a roughly humanoid shape is appearing... fast! Suddenly the shape is clearly visible, but its too late and the thing attacks the satellite... the monitor turns to static. [FX Cue: enemy mech is rendered normally, but masking is added in post w/color tinting to highlight the speed and drama of the shot]

Dialog: "Scramble the interceptors and get the Badger squads deployed, now." [Visual Cue: turning back to soldier at monitor] "What was that thing's last known position?"
"Its coming down sir... coming here."
[OPTIONAL] "Notify Confed. The Invaders of Litha are here."

Transition: Cam moves over their shoulders and out onto the base.

Shot E1_06:

Camera: Klaxon alarm sounding in BG as camera now pans and rotates to see the entire base. The alarms are just outside and below, and as they sound, native birds (ala Stirges) take off in startled fright.