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Mosaic

Short-Film Treatment

An apathetic teenager intent on avoiding all non-essential activity finds himself transported to an over-the-top world of fiction where he's forced to take action.

Characters:

DAVID – Teenage high school student who does well in class, but doesn't do much beyond that. He lacks motivation and direction and isn't interested in doing anything more than is required.

ALLISON – Teenager, David's friend and classmate. She's everything David isn't: exuberant, optimistic, charismatic. She excels in school and participates in extracurricular activities, and is frustrated with David's lack of enthusiasm.

It's afternoon in a typical high school classroom where two classmates, DAVID and ALLISON (both late teens), are seated together working on some groupwork. MR. JAMES (mid-30s) is visible in the background helping other students. Complete with their work, David sits with his head down, uninterested. Allison, frustrated with David's apathetic attitude, comments on how there's so much more than just being mopey and makes it a point to show him.

After class, the school hallways are oddly deserted. David starts making his way home, staring intently at the tiled floor beneath him. As he pushes the doors open to leave, he steps out onto a dusty ground instead of the concrete pavement he expects.

David is now standing outside a saloon in the old west in full cowboy attire, complete with boots, holster, and hat. Looking up from his feet, clearly unamused with his change in clothes, David surveys his surroundings, confused. Before he can even formulate a question, he's interrupted by the sound of bullets whizzing by as a bandit (Mr. James) enters the bank next door. Allison runs up to David, insisting that the sheriff do something to stop the bandit. David looks momentarily confused before realizing he's meant to be the sheriff.

David reluctantly goes inside. However, his unenthusiastic attitude makes the bandit disregard his authority as sheriff. The bandit elects to proceed with the robbery by shooting David. Allison watches from the door, looking disappointed as David bleeds out on the floor.

Next thing we know, we're in a fancy ballroom at an extravagant and very high class party. We find David and Allison entering the large space, both impeccably dressed for the occasion. David is ready to call it quits and isn't interested in playing along. Allison, on the other hand, stays in character, reminding David that they're secret agents with a mission to accomplish. David, frustrated, whines about how implausible and silly and utterly pointless it all is. Allison relents, but continues the story by handling the bad guy (Mr. James) trailing them on her own, showing David he's just got to give it a try.

Now we're transported to a spaceship fit for an early sci-fi serial, complete with lots of flashing lights, levers, buttons, knobs, and gauges. Allison appears as a damsel in distress held captive by the evil Dr. Negatron (as played by Mr. James). We hear Allison insist that she'll be saved

by the valiant Captain Photon, but Dr. Negatron rebuts saying that Captain Photon is gone, leaving everyone defenseless from his fiendish plan.

As a heroic theme begins playing in the background, the airlock opens with a cloud of steam, revealing David as Captain Photon. This time, David puts his heart into the role and steps onto the spaceship's bridge with confidence. He goes to rescue Allison, but meanwhile Dr. Negatron gets to a weapon and gives a villainous taunt as he aims for David. But this time, David deftly shoots the weapon, rendering it useless, and saves the day. David makes a final remark that Captain Photon will return, just as a transporter energizes to beam Allison and himself out.

David is returned back to the front of the school and it's as if he never left. The school is bustling with students headed home; no time has passed since the beginning of the adventure. David spots Allison smiling at him through the crowd and makes way to catch up, eager for a new adventure.

MOSAIC

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FADE IN:

INT. CLASSROOM - AFTERNOON

DAVID and ALLISON are high school students doing groupwork. Their teacher, MR. JAMES is visible helping other students. Finished with the work, David has his head down and is uninterested in further participation.

ALLISON
Would you cut that out?

DAVID
Cut what out? I'm not doing anything.

ALLISON
Exactly! Why don't you ever take the initiative to try new things? You might enjoy yourself.

DAVID
It's not necessary. I don't want to waste time on frivolous activities.

ALLISON
But there's more to life than just getting by. Come on, I'll show you.

INT. SCHOOL HALLWAY - AFTER SCHOOL

The hallway is unusually deserted. David walks quickly while staring intently at the tiled floor beneath him, eager to get home. As he pushes the doors open he ends up in:

EXT. OLD WEST - NOON

David, now in cowboy attire, is outside a saloon on a dusty old street, visibly annoyed. We soon hear warning shots as a bandit (Mr. James) storms into the bank. David stands passive, and a concerned citizen (Allison) runs up to David.

ALLISON
Sheriff Steven! You gotta do something!

INT. BANK - CONTINUOUS

As David enters unenthusiastic, the bandit draws his gun.

DAVID
(lazily)
Drop the gun, return the money, and leave these people alone.

MR. JAMES (BANDIT)
Why should I listen to you?

DAVID
It would seem that I'm the sheriff.

MR. JAMES (BANDIT)
And it would also seem that you're
not taking this seriously.

The bandit fires the gun. David's leg is hit. Patrons of the bank gasp, and Allison stands in the doorway, disappointed.

INT. BALLROOM - NIGHT

The ballroom is a large, well-lit space. David and Allison are secret agents, both impeccably dressed for an extravagant, high class, fancy party. Mr. James is also present as an evil villain.

DAVID
Look, Allison--

ALLISON
Ssh! Have you forgotten everything?
We're undercover.

DAVID
I appreciate what you're doing, but
I'm a student, not a secret agent.

ALLISON
Well you're going to have to be a
bit of both. This whole mission
depends on you.

DAVID
This mission is made up. It's
completely superfluous.

ALLISON
The mission may be made up, but
your actions make a difference
here. I know you've got it in you--

Allison grabs her hair pin (which doubles as a laser gun) and shoots the evil villain tailing them.

ALLISON (CONT'D)
You've just got to give it a shot.

INT. SPACESHIP

Allison is now a damsel in distress held captive by the evil Dr. Negatron (Mr. James) in a spaceship fit for an early sci-fi serial, full of blinking lights, levers, and gauges.

ALLISON

Torture me all you want, Negatron, but it's useless -- your fiendish plan will never succeed! Captain Photon will stop you!

MR. JAMES (DR. NEGATRON)

Ah, but you see? Captain Photon is indisposed of. There'll be nobody to stop my evil army of robots from invading your planet, and soon you will all become my subjects!

Heroic music plays as the airlock opens with a cloud of steam and flashing lights to reveal David as Captain Photon!

DAVID

Your trivial games are no match for Captain Photon! Now call off your invasion and release Allison!

David motions with his ray gun as he unties Allison. Dr. Negatron creeps backwards and grabs a weapon, aiming at David.

MR. JAMES (DR. NEGATRON)

The valiant Captain Photon and the lovely damsel together at last... it's a shame they'll soon be dead.

David is quick to shoot the weapon out of Dr. Negatron's hand.

DAVID

Not so fast. This won't be the last you've seen of Captain Photon!

A transporter energizes as David and Allison beam out.

EXT. SCHOOL - AFTERNOON

David is right where he left off before the adventure started. No time has passed; the school is bustling with students going home. Allison catches his eye and smiles before disappearing into the crowd, prompting David to make way to catch up with Allison, ready for a new adventure.

FADE OUT.

Scene	Shot	Page	Type	Description
1	A	1	WS	Mr. James' classroom.
	B	1	MS	On David and Allison.
2	A	1	WS	Tracking, following David down the hallway in 1/2.
3	A	1	WS	Arc back to front. Start low angle, end eye level. David looking about old west town, Allison running up.
4	A	1	WS	Pan following David into the bank, end on bandit looking towards David and drawing gun.
	B	1	MS	From behind bandit towards David, David talking.
	C	2	MS	From behind David, looking at bandit. Gun visible.
	D	2	CU	Close up on David and sheriff badge.
	E	2	WS	Low angle, David on the ground, Allison silhouetted in the doorway.
5	A	2	WS	Pan around ballroom, settle on David and Allison entering.
	B	2	MS	David and Allison from front, conversing.
	C	2	CU	Close up on Allison while she grabs hair pin laser gun gadget.
6	A	3	WS	Allison held captive by Dr. Negatron.
	B	3	WS	David entering from spaceship hatch.
	C	3	MS	On villain from David and Allison's perspective. Weapon visible.
	D	3	MS	David and Allison, reverse of 6C.
7	A	3	WS	David in front of school amidst crowd.
	B	3	CU	Long shot of Allison in the crowd, smiling. After Allison leaves frame, David seen walking off in same direction.