

Liminal

Anthology Series

Log-Line:

Countless stories are locked within the minds of the dead, secret worlds beyond our understanding...
until now.

Designing Principle:

Understanding the future by bearing witness to the past.

Premise:

A young woman and her artificially intelligent friend watch memories, stories pulled from the disembodied brains that give her glimpses of a golden age before the singularity as she seeks out clues about how to fix her broken reality.



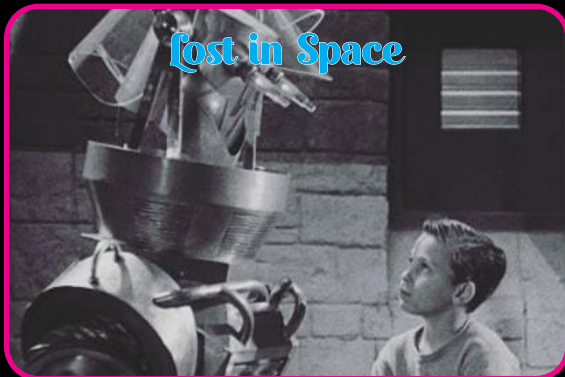
Mickey

Michelle Sandoval is in her early twenties, born around the same time that the world lurched toward dystopia. She has blue hair and dresses in the crusty style of a late nineties skater.



Gem Unit

Quantum logic artificial intelligent interface, an avatar representing a planet-spanning, cloud-based quantum logic computer first created 25 years ago. She appears only on screens to be a young woman impeccably dressed in a corporate-sheik ensemble.



Lost in Space



2001: A Space Odyssey



Scarlette
Johansen

Scout

Satoshi Mekkler is a gangly child of 10 when he is introduced in episode one. A red ball cap barely contains a shaggy haircut. Scout wears bright coveralls (or track-suit) which he unzips to his waist to expose ironically vintage t-shirts. Sunglasses hide his eyes and reflect the glare of the mid-day sun.



Episode Length: 32-50 Minutes

Number of Episodes per Season: 8-10

Model: Anthology

Audience: Those with a nostalgic attachment to classic Scifi.

Method: Shooting live action with consideration of social distancing guidelines.

POV: Dominant single lead with orbiting sidekicks & antagonists.

Format

Live Action

Milieu


A person stands in a bright, rectangular portal in a driveway at night. The portal is a glowing white rectangle. The person is silhouetted against the light. In the background, there is a two-story house with white siding and dark trim. There are two windows on the upper floor and two large garage doors on the ground floor. To the left of the portal, there are large evergreen trees. The sky is dark blue.

The basic structure of the episodes (chapters) are based on literary milieu stories common in *Classic Sci-Fi Novels*.

Milieu narratives are characterized by an observer who sees things the way the audience sees them. Mickey observes things that interest her and is transformed by what she sees.

She then returns to her world as a changed person.

Liminal's story begins not at the point when the world becomes disordered, but rather at the point when Mickey's actions are most crucial to establishing the new order and becomes involved in the struggle.



Liminal's reality is a result of an event which is a common structural device in speculative fiction literature. Something is wrong in the fabric of the universe; Mickey's world is out of order. A previous order, a "golden age" (represented by the memories of the corpses) has been disrupted and the world is in flux, a dangerous place, a dystopia for Mickey.

Mickey is our guide into the world situation. We start with the small part of the world that she knows and understands and see only as much of the disorder of the universe as she can. Over the course of subsequent episodes (chapters) she becomes more aware of the nature of her quest, her long walk to Mount Doome.

By the time the explanation of Liminal's world is given, we have already seen much of the disorder for ourselves: loneliness, empty streets, homelessness, VR addiction, litter/pollution, wage slavery, head collection/murder.

Why did a beautiful way of life from another time come to an end?

Why are all these people gone, when they were once so wise and their achievements so great?