

ABSCHIED 5: ÄON – GOODBYE 5: AION

Prop- and Setlist

We are currently looking for talented Production Designers, Concept Artists and Animators that want to help invent the incredible spaceship that is AION for this no-budget film and last part in the 5GOODBYES series.

This is a list with all the things that we need to create to make this journey possible. Please read the screenplay first, as this works only together with the whole vision.

The look of AION will be homage to the SciFi-films of the 60's and 70's, from 2001 to Star Wars, Alien and even Phase IV. What makes it different is that it all will be in black and white. The spaceship will almost become something like a very creepy terror castle. Still, this is a love story - a film about two people at the end of their lives that will always love, but aren't allowed to meet each other.

Animations:

- At the beginning there is a 3D-old-school-Arcade animation of the mission and the spaceships that we see on an old screen.
- A similarly stylized animation for the Scanner in the Bridge.

Sets:

AION is a very intimidating and claustrophobic ship. It's wrecked, industrial, steamy and dirty. You can feel that it is slowly falling apart. It is dying like a real character. The best comparison to AION is a submarine with its tiny cabins and metallic structures.

1. Room of Time: The Room of Time is an old tiny sleep cabin for three to five crewmembers. It once was very cozy, but as no one uses it anymore it has lost all its charms. There are many personal things spread throughout the room: old clothes, photos, souvenirs or little statues. It has a big flat screen at one wall that was used to communicate with other members or other spaceships, even earth. After all the members died and time suddenly stopped existing, Rosa and Rasputin have used the room to collect all clocks and watches they could find in AION. The room is filled with them, almost like a second layer to the personal things. Some of them are standing on a table in the middle of the cabin that Rosa and Rasputin use as a desk for minor repair work, so there are lots of cables, pieces of metal and mechanical things spread throughout the room. Attached to the RoT you is a tiny kitchen where Rasputin and Rosa prepare their meals.
2. Laboratory: This is the place where Rasputin measures the age of his blood. Besides the syringes, microscopes, test tubes, print outs and notes there are also some big machines in this room that prepare his blood for the measuring. Although it is very tiny and stuffed with medical and scientific equipment, everything is in order. It works like a small microcosm and Rasputin knows exactly where he can find even the tiniest equipment. To a stranger it might look very messy, though. The laboratory once was a really sterile and shiny place, and you can clearly see that more people used to work there, but now it is barely lit and has a really dark feel to it.

3. Catacombs: The Catacombs look like an old industrial hall. They are much larger and open than the other rooms so that you can't clearly see the walls and the end of the room, though the ceiling is pretty low. Also, this place is very cold and empty. You can see that the temperature is around 0 Celsius. Some parts are frozen and there's a thin layer of fog. Rosa's and Rasputin's hyper sleep beds are much more central in the middle of the room. Behind them in the dark you can see more beds that haven't been used for ages. Large tubes are coming out of the back of the beds and lead towards the ceiling. The Catacombs are also a very dark and eerie place. Behind the hyper sleep beds there is a small corridor that leads to a tiny door. Behind the door, the dead bodies of the deceased crewmembers are stored. It is presumably the coldest place in AION.
4. Corridor and the Hatch: The Corridor is darkly lit because many of the lights do not work anymore. It is also very narrow, so it is difficult for two people to stand next to each other. The Corridor connects the different rooms and at some points you can even climb upstairs. At one wall in the Corridor there is the hatch, the entry door of the spaceship. In front of the door the Corridor opens up a bit into a room. The door almost looks like a spiritual object, as if it would lead into a dark and unknown world. Behind it you can only see the dark of the empty space through a little window. The room in front of the Hatch leads into the Oxygen Room.
5. Oxygen Room: The Oxygen Room is a very special place as it is a mix out of a Buddhist temple and a gas chamber from a concentration camp. When you enter it, you see the big glass pane at the end of the room, almost like an altar. Behind the glass pane you can see the misty air that is mixed. At the pane there is different machinery and there are also a lot of displays and measuring instruments. The most prominent is the one that shows the seconds left until the oxygen is gone. The sounds that are coming out of the pane are similar to those of a respirator.
6. The Bridge: The concept of the Bridge is not quite clear yet. It should be different from the ones we know from Star Trek etc. I'd like to have a bridge that is centrally arranged. The idea is that they don't have a giant screen like at the movies, instead the workstation with the displays is the center of the bridge and everyone used to arrange around it. We see a lot of chairs that are not used anymore. The whole room gives you a feeling of the past, when the crew consisted of more than 25 people. Also there is the instrument that both Rosa and Rasputin use to scan the surrounding of the ship. It should be something that is very versatile. You have to put your arms into the scanner, which has an old vector screen on it, and then you scan it by moving the whole body...

Costumes:

- Rosa's Costume
- Rasputin's Costume
- Rasputin's Laboratory Coat/Costume

Props that need to be designed/produced:

- From the laboratory: syringes, all the research equipments and machinery, microscopes, a printer, test tubes...

- The hypersleep beds
- A torch
- Lamps in the spaceship that will be the sources of light on the set.
- The computers, displays, keyboards, switches, circuits etc. Each piece of the ship should have a function. It should look really old school, like in films from the 70s (e.g. Alien or Star Wars)
- The recording device that can be split into two pieces and connected via cable
- Some devices that they tried to repair, space junk, left overs, wrecked parts – everything should have a history.
- Old-school and sci-fi tools to repair things
- An old book with the family tree of Rasputin and Rosa, which should look different and fresh
- There are plenty of digital displays in the ship
- The different fonts that are used should be designed
- The astronaut food
- Body bags
- The futuristic monocle-magnifier device that Rosa uses
- The “saw glove” that Rosa puts together
- A siren or a machine that makes the sound and will be destroyed in the end.

Hope to hear from you soon!

Feel free to contact us...

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