

VISUALS/ORIGINALITY INTENSIVE

Although there are some very original aspects to this script, there are also several comparable projects that have recently hit the marketplace, as well as many that have come out over the past few decades. The idea of exploring the line between human and machine is an idea that has been seen fairly often, most recently in EX MACHINA (2015) and CHAPPIE (2015). The idea that machines could one day control all of humankind has been seen as far back as Skynet in the TERMINATOR films. The idea of a nefarious CEO of a giant corporation who wants to exploit scientific gains for his own personal profit is also one that is pretty common at this point. Therefore, a more thorough exploration of his motivations could cause this idea to feel fresher. Almost everything could be predicted and there were very few surprises.

However, this is not to say that the writer did not display creativity. The Virtual Reality sequences particularly stood out as something that has not been done before in the realm of A.I. These parts of the story allowed the script to move away from the generic laboratory setting and into new and exciting locales. This was also the area with the best visual elements. The sequence with Lee in the gothic mansion and Emma making rats appear like a magician, particularly stood out as an original and wonderful scene. This scene felt visceral and alive, and contrasting it with the image of his limp body wearing the goggles really drove home how creepy the whole thing was.

Unfortunately, there were also some visual elements that were not entirely successful. An example of this is when Tom suddenly has a fire axe in his hand to attack the door to the lab. Where did this come from? Robin then uses it to attack Bloom, but this also felt like it came out of nowhere. It is funny that the Virtual Reality aspects of the story were far more visual than the scenes set in the real world. It is possible for the writer to play with this visual aspect of the story, showing how Tom is only really living in the V.R. world, but the story would have to change and more V.R. scenes added. Barring making that fairly significant change to script, the writer should do a pass focusing on creating a better sense of where important objects are in each room. Often, scene descriptions feel almost perfunctory, with short, fragmented sentences that tell us the barebones of what is there, but do not really engage with the setting. While one never wants to be overly flowery and complex, there is a middle ground that should be sought out.

Then there was the idea that Emma is so super intelligent that she can cause Tom to see the future. This also felt original and interesting, though it could have been explored a

little deeper. The things that will make this script stand out the most will be the relationships between the characters. The Emma/Tom relationship is very intriguing, and while we have seen a scientist fall in love with his creation before (once again, EX MACHINA), the emotions behind it are fascinating. This ability that Emma has could be utilized more in creating, manipulating, and advancing the relationship. Another interesting idea could have been further developed is when Emma uses CCTV and other screens to observe people. There are some interesting sequences where we see Joy or Tom from different points of view, and there could have been more of those.