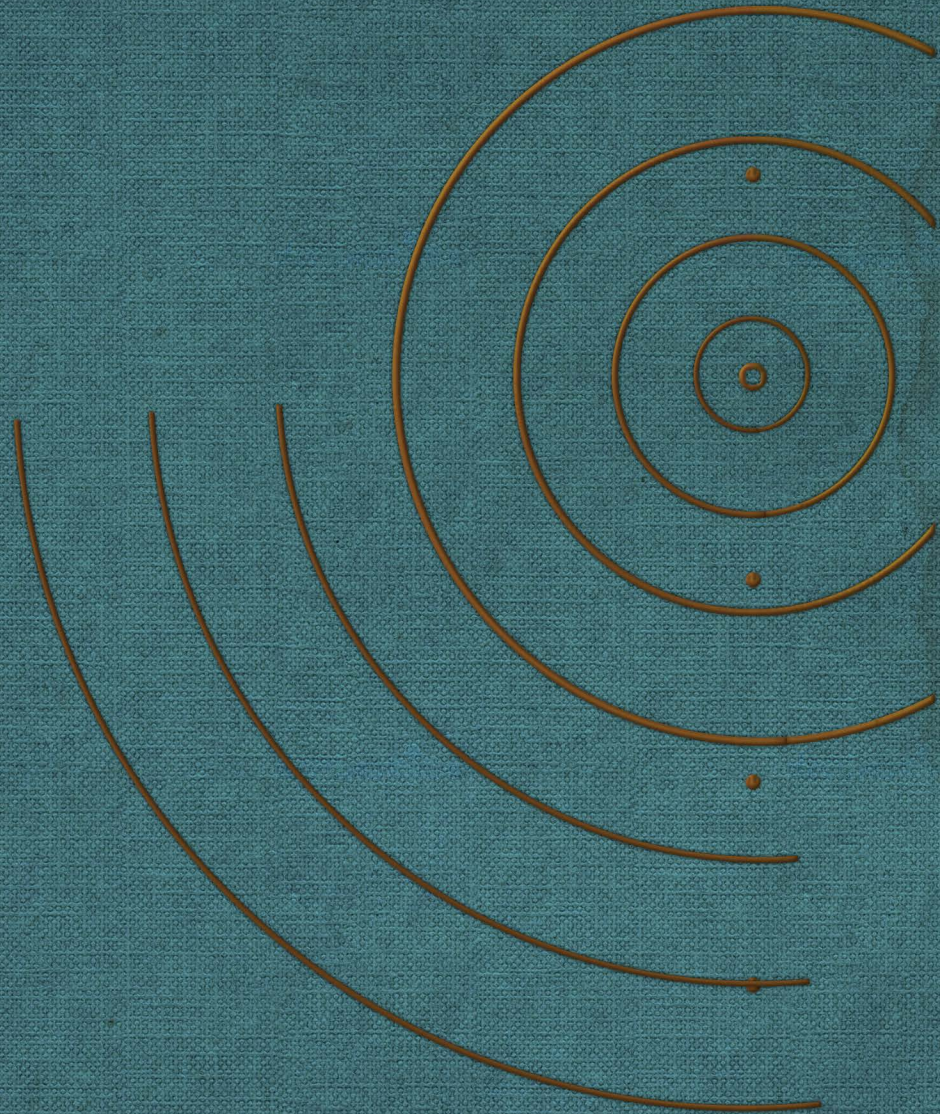


# CAPSULE

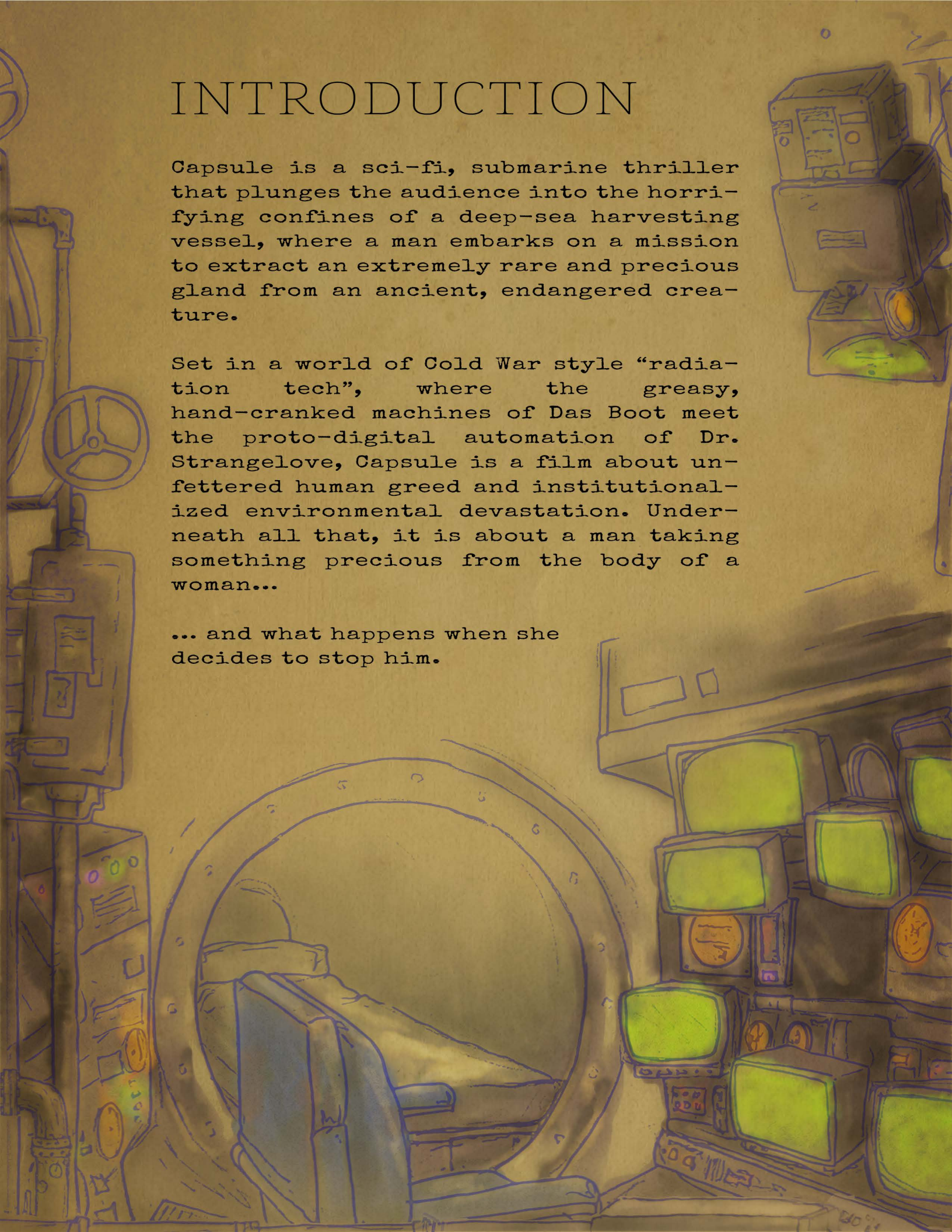


# INTRODUCTION

Capsule is a sci-fi, submarine thriller that plunges the audience into the horrifying confines of a deep-sea harvesting vessel, where a man embarks on a mission to extract an extremely rare and precious gland from an ancient, endangered creature.

Set in a world of Cold War style “radiation tech”, where the greasy, hand-cranked machines of Das Boot meet the proto-digital automation of Dr. Strangelove, Capsule is a film about unfettered human greed and institutionalized environmental devastation. Underneath all that, it is about a man taking something precious from the body of a woman...

... and what happens when she decides to stop him.



The background of the page is a blue ink sketch on a yellowish-tan background. It depicts a futuristic or industrial interior. On the left, there are vertical pipes and a circular gauge. On the right, there's a control panel with various buttons and screens. In the foreground, a person's face is partially visible, looking towards the viewer with a serious expression. The overall style is that of a hand-drawn concept art or storyboard.

# STORY

The MAN embarks on a six week journey inside a small harvester-sub leased out by Prosperia Food Corps. He and his daughter's stow away PET RAT are on a mission to extract a precious gland from an underwater crustaceous CREATURE.

After four weeks at sea, the ONBOARD COMPUTER alerts him that they've found a viable target.

He drills into the creature and harvests the prized organ. All seems well until the man discovers that this creature has more than one gland in its body, an impossibly rare find. In his haste, he awakens the creature. She crushes his sub and forces him to evacuate.

Racing against time, the man tries to escape with his prize, his rat and his life and comes face to face with the being he so carelessly stole from and she has no intention of letting him pass.



# HARVESTER

Contractor, human male, 36  
Song, M.

Employment history:

26 missions

3 extractions

Resistance to sea madness:  
normal

Compliance with company  
protocol: admirable

Known to us only as "The Man". Harvesters trades in their safety for the promise of a big score at the end of the run. The man is thirty-six. His daughter is nine. He and her mother are no longer speaking. To him, harvesting is just a job, he's no butcher, hell they don't even kill 'em most of the time. Still he never tells his daughter what it's really like. If something he was doing was wrong, someone up top would put a stop to it. In the meantime, someone's getting paid, might as well be him.

# FLOWER OF LIFE

Millions of years ago the earth's plates smashed together and poured forth a molten brine of hidden rock into the sea. Along with it came the seeds of something new. Barnicae Arcis, the Flower of Life. A towering crustacean that plants itself on the seafloor, sinks its claws into the sand and then never moves again. It can live for millenia and can reach heights of several thousand feet. Its hard shell becomes host to countless underwater creatures that live in it and build atop its shell. It is an ecosystem unto itself, able to resist the changing climate more than other creatures. Its organs have been found to be useful in various human applications. One gland in particular forms the basis for the world's best wrinkle cream. And this hard to reach gland is the target of our harvester.

Target specimen  
Barnicae Arcis  
Age: unknown  
Wellbeing: unknown  
Productivity: pending





# IMPORTANCE

Our world is our most precious gift and we're destroying it. We've looted as much as we could get our hands on, without the careful thought and self-control that would make it possible for humans to grow and thrive for endless generations to come.

In many ways we take from the world how we take from each other. We target the weak, we only stop if stopped ourselves, if the wound is small it is ignored, regardless of how bad it may fester. Man takes from woman. He demands love and companionship, but he violates her and murders her. Yet he depends on her, for all life, so he builds her a temple and worships her and never lets her leave. Her body is not hers, it is his. He is afraid and so he takes what he thinks he needs and claims the world and body for himself.

But it's not clear if he cares all that much, or even understands that the great crime he has committed will destroy him. Maybe it should. Capsule tells a small story about an enormous sickness that man has and offers a glimpse of what might be waiting for us on the other side if we do not change our ways.



## 2 TONE & STYLE

The pacing will be lively and drum-tight, every frame heightening the tension of a scenario where one false move leads to instant, implosive death. In spite of the confined space the camera will move with the action, as much a part of the mechanisms of the sub as the extractor modules. The images are sinister and dripping with motor oil. Artificial light from banks of controls and pulsing sensor screens illuminate the hot, sweaty bowels of the sub.

Diegetic sound will constitute the majority of what we hear. Sonar pings and the terrifying groans of a metal coffin under immense pressure will create a mood of extreme tension.

Only when the creature is finally revealed will we hear an epic and unnerving score that harkens the final, decisive moments of the film.

# BUDGET

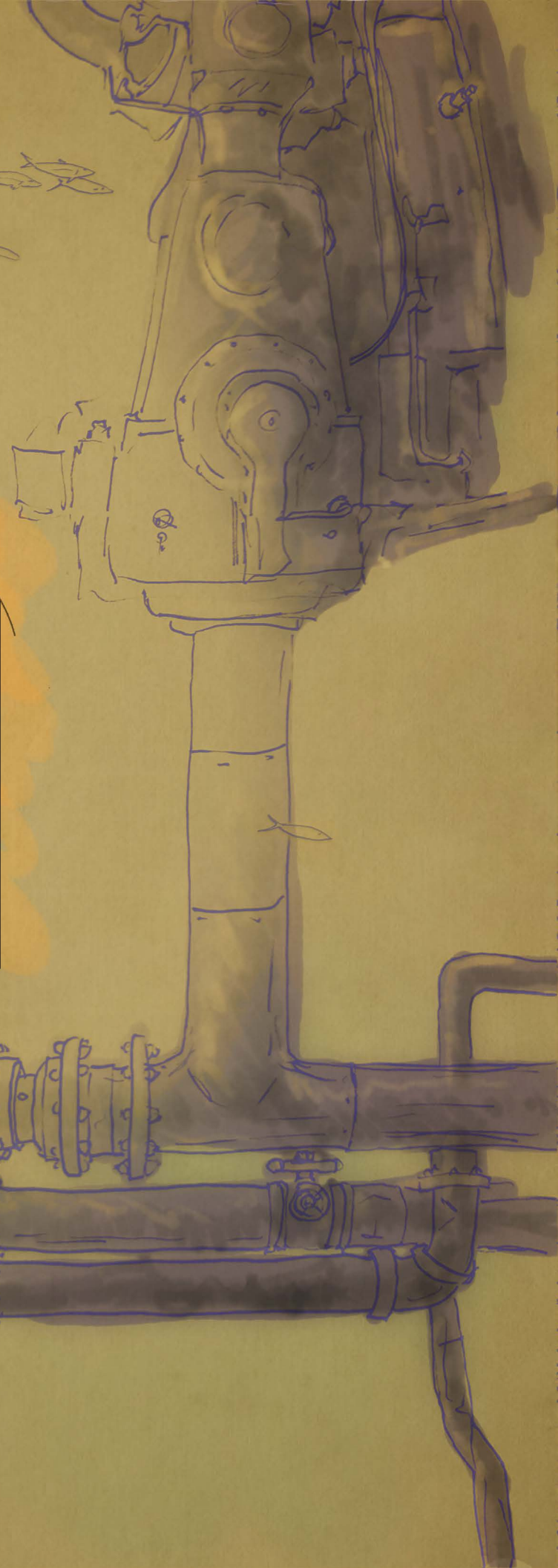
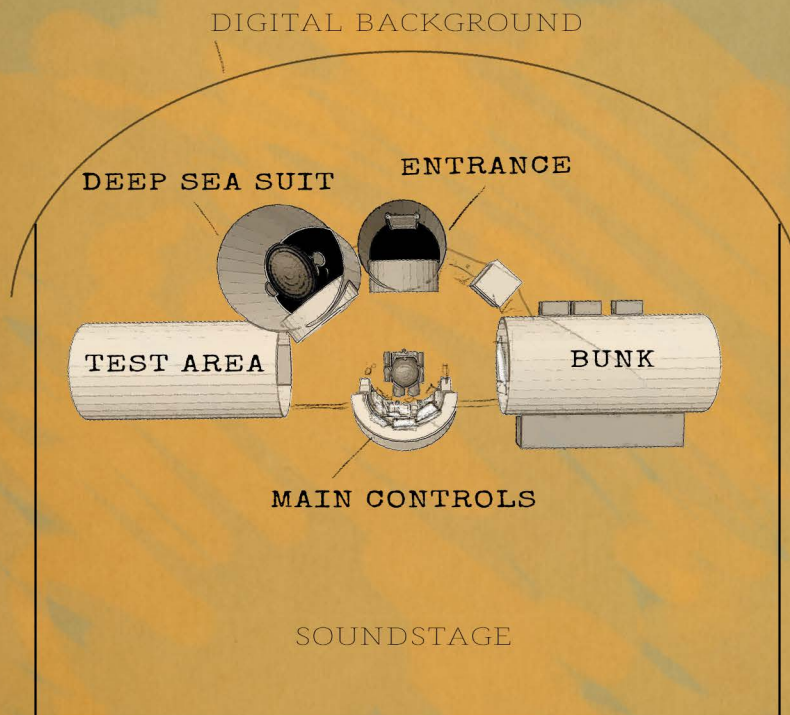
The film can be produced,  
script-to-screen for \$40k.

ATL 25%-35% (\$10-\$14k)

BTL 40%-50% (\$16k-\$20k)

Post 10%-20% (\$4k-\$8k)

Contingency 5%-10% (\$2k-\$4k)



# BEN & SASCHA MONTGOMERY-PIERSON

Ben - Director and Co-Writer

Sascha - Production Designer, VFX Supervisor and Co-Writer

Ben and Sascha are award-winning filmmakers whose most recent sci-fi short film Ekelbrode has toured festivals worldwide and garnered multiple awards for directing, best picture and editing.

Ben directs short films and music videos and has works in art department and editorial for Universal, Sony, BET, Frontline and Dropout TV. Sascha makes visual effects for short films and music videos and does production design and scenic work for Warner Bros, Disney, Fenty and Universal.

## Awards & Recognitions

Best Director - Altff Alternative Film Festival - Ekelbrode (2026)

Best Director - Los Angeles Fantasy Fest - Ekelbrode (2025)

Best Editing - Cine Paris Film Festival - Ekelbrode (2025)

Best Sci-Fi - Oregon Short Film Festival - Ekelbrode (2026)

Best Sci-Fi/Fantasy - Costa Brava Film Festival - Ekelbrode (2025)

Best Sci-Fi - FunArtt Film Awards - Ekelbrode (2026)



EMPLOYEE HANDBOOK