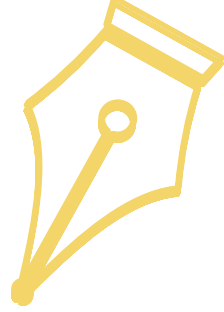


Katie Almeda 

WDI Summer/Fall 2025 Writing Sample

Promotional Video Script

THED 425: Masterplanning

Title: "Rifted Worlds"

Writer: Katie Almeda

Estimated runtime- 3:13

Voice Over	Notes	Video
When an asteroid with extraterrestrial qualities crashed into the surface of the Earth, a split in space and time of massive proportions was created and rebounded through four different realities.	dramatic	A METEOR is plummeting towards the surface of the Earth as it enters through the atmosphere in a fiery blaze. It crashes with a jarring impact that sends dirt and pieces of the surrounding landscape flying.
The people and creatures of these worlds still do not dare cross between the gaps that have caused the overlap in these universes.		A portal glows with an ominous, otherworldly light. It is unwelcoming in nature, and it is not clear what lies on the other side. What is visible is cast in shadow and an unsettling darkness.
[Pause] Instead, there are those who research this phenomena,	Pause is to leave time for the image to be taken in	We see a group of RESEARCHERS huddling over a large collection of paperwork. A lantern lights the space as it flickers. Old looking desktops glow with a blue light that illuminates a few of the faces of those sitting and crouching. A

		large, canvas tent is their base. (Still image with effects) SCRIBBLING and TYPING can be slightly heard.
[Pause] Those who have learned to extort it [pause] and profit from it,		An eerie green light filters through industrial looking windows into an active factory. The silhouette of a foreman stands at the top of a balcony overlooking the production. They have a distinctly Wicked Witch of the Web shape. Flying monkeys are completing different tasks on the factory floor. Sparks fly intermittently. (Still image with effects) WHIRRING of machinery can be slightly heard. Looking into the windows of a large castle, heaps of gold and magical items can be spotted. A man who is not quite human can be seen mid-dance as his treasure glints in the light of a grand chandelier. (Still image with effects) GIGGLING of Rumpelstiltskin can be heard.

[Longer Pause] And those who have grown to deeply fear it.	Dip deep in tone for "deeply fear it"	Through the branches of a winding collection of trees, we can see a pathway in the woods. A MOB travels down this path as bright torches throw warm, angry light that illuminates their way. Pitchforks, bows, and swords can be spotted as we see them from the back as they move towards someone unseen target. (Still image with effects)ANGRY SHOUTING can be slightly heard.
That is where you come in.	hopeful?	The gates at the front of the park are seen from the guest level. Zoom in to show the approach. This is the call to adventure.
As a "world-walker" you have chosen to take on the challenge of exploring what these vastly different rifted worlds have to offer, but you have something to decide. Will you be a friend or foe as you step beyond the bounds of the unknown?		Sweep over the top of the park from a bird's eye view. There are shots of going through the portals between multiple lands from the guest perspective. The icon is revealed at the center of the park. FADE TO "RIFTED WORLDS" LOGO
Research thrives in Cryptid Corner. Superstitions and urban legends from cultures all		With a flash of light, CRYPTID CORNER is being approached from the front entrance in the guest

around the globe have manifested in this small, Midwest town which is the site of the impact.		perspective. It then transitions to the hub of the land where THE METEOR is seen.
Towering architecture collides and the ground beneath your feet unwinds to form international locations that have aligned in an unusual array of intriguing restaurants, shopping, and ecology.		Winding down the different alleyways of the land. A zoom out in a bird's eye shows the spiraling of the ground to show how the land is split up by architecture. Show lighthouse dining, log cabin store, and palm trees next to normal trees.
Make your own scientific observations as you take a SUV trip with fellow truth seekers through this creature strewn landscape.		Show E-Ticket attraction building on approach from the hub. Concept art for the ride is featured.
Instead of pursuing understanding, perhaps you wish to destroy it. Travel into THE CURSE OF SWAN LAKE, an ancient world that fears the legend of the wolf. Hunters thrive here as they set out into the thick woods and seek out the infamous lake where this monster is said to dwell.		With another flash, the video shows the guest exiting the portal into THE CURSE OF SWAN LAKE. Show the crumbling tower from over the trees in the distance. Show the hunters cabin. Travel down one of the wooded pathways of the land. The stage show is shown with the lake and ruins.
In the town square, gather your strength in the mead hall before continuing on into the castle. An encounter with the wolf is inevitable in this world, but everything may not be as it seems on this hunt.		Show the mead hall and accompanying concept art. Show the castle from an angle that shows towering height as you walk into the queue/courtyard. Show concept art from the ride that shows transformation of some sort.
In situations of terror,		Another flash fades to

it is all too easy to use paranoia to your advantage as is the case in THE CYBER CITY OF OZ. This once vibrant, multi-level utopia ruled by Oz is slowly slipping into disrepair under the tightening grip of his once partner, the Wicked Witch of the Web.		reveal the centerpiece of the land. Walk down the ramp descending from one of the risen pathways. Walk through woods that belong to WWW.
Join the Wonderful Wizard himself as you enter the gates of the Emerald City as he sets off on a mission to fix the wrongs that have transpired through the means of time travel.		Show the outside of the main E-ticket attraction from rise. Show concept art of E-ticket attraction.
But beware as you shop, dine, and walk through the city, the Witch's propaganda compels you from around every corner.		Show outside of the other attraction and the concept art for it.
If you are attracted to all that glitters, it may be in your interest to join Rumpelstiltskin in the storybook land of TWISTED TALES where he endeavors to collect the treasures yet to be discovered in these lands.		Walk into TWISTED TALES. Show bridge that undercuts castle and stage.
Find a community and barter in the lively market of the Town Square, or journey into the Fairytale Forest for refreshments of a sweet and froggy nature.		Show perspective of walking around town square. Show concept art for froggy grog and Hansel and Gretel dining location.
If you are brave of heart, wander into		Show facade of E-ticket head on. Show concept art

Rumplestilskin's castle where he hoards his stolen prized possessions. If you are one of the luckier ones to pass through his halls, you may walk away with a prize of your own.		for the E-ticket attraction in reference to ride.
These rifted worlds are waiting for you to cross the divide and explore. At the end of your journey, only one question will remain:		Zoom out from park and fade to "space"
Will you venture again?	In a way that builds suspense	Once again fade to logo

OPENING: A collection of lit candles slowly fade into existence as they illuminate a closed, antique looking storybook propped up and displayed on a wooden desk. The title is nearly faded past legibility and the binding is worn and tattered.

FADE TO BLACK.

TITLE: THE FORGOTTEN

SFX:

<SCRATCHING of a quill on parchment, clock TICKING softly, and CRACKLING of fire.>

FADE IN:

VIEWER POV: The Camera with eye line of 66" from the ground.

INT. THE BOOK KEEPER'S COTTAGE- NIGHT

You find yourself standing in the center of a small stone cottage where a healthy fire is burning in a deep fireplace, spilling warm light into the space. Books are stacked haphazardly on the fireplace's mantle along with on the ground and hearth surrounding it, each in different degrees of wear and various binding styles. An antique clock sits in the middle of the mantle, and the glass gleams slightly in the dim light of the fire.

ABOVE: RAFTERS

Large, wooden beams create the rafters that hold up the ceiling of the single-story cottage. A pigeon can be spotted perched on one of beams as it glances down at you curiously from its resting place. Its wings flutter as it shifts every so often, and its head tilts occasionally, taking the sight of you in with intrigue.

<COOING of pigeon>

A organic texture just beyond the beams is slightly illuminated by the fire, revealing the cottage's sturdy thatched roof.

BELOW: WOODEN FLOOR AND RUG

Below your feet is a worn and crack-strewn wooden floor that is scratched and dull with age. It is partially covered by a thick wool rug that contains stitched images of princes, fighting, and fairytale creatures, almost like a tapestry displaying a fierce battle of some long ago time.

It is frayed around the edges but otherwise seems to be in a well-kept condition. Loose papers are littered across the floor here and there, but their addition to the ground does not make the cottage seem disorderly, rather, well lived in.

AT 3 O'CLOCK: SITS THE BOOK KEEPER

An elderly man dressed in an odd collection of clothes sits hunched over a ink stained desk as he writes onto a page using a feathered quill and near empty ink pot. He is nearly swallowed by the multitude of books and loose papers stacked around him. A candle brightly illuminates his work area. A collection of wood carvings sits on various shelves on the wall to his right, some finished and some in progress.

//INTERACTIVITY: As you walk closer to the elderly man across the small room, an icon with an open book symbol appears above his head. Click the "action" button to interact with his character and hear him speak.//

<FOOTSTEPS in tandem with your movements across the room either muffled by the carpet or clear on the hardwood, CREAKING of floorboards.>

THE BOOK KEEPER glances up from his writing to look at you in slight surprise. He apparently did not realize that you were there. A smile slowly spreads across his wrinkly face.

THE BOOK KEEPER

Ah, hello my friend! It has been
far too long hasn't it?

He pauses and looks at you intently, waiting for your reply.

IF YOU CHOOSE DIALOGUE PROMPT 1:

USER (TEXT)

Who are you?

THE BOOK KEEPER

But of course... you wouldn't remember me would you? I nearly forgot who I am myself, it's been so long since I've needed to tell anyone. (chuckles) No matter, you're here now. I am known as THE BOOK KEEPER. I spend my days, right here, recording stories - some that have yet to be written, some that already have been in their own way, and others...that have simply escaped time.

IF YOU CHOOSE DIALOGUE PROMPT 2:

USER (TEXT)

Why am I here?

THE BOOK KEEPER

Oh, but that *is* a long story. Even longer than one of my books I predict! (chuckles) I am afraid we both simply have too much to do and not enough time for me to give you the explanation you desire. But, I assure you, it is for a good reason. Please, take a look around. This is only a humble abode, but perhaps, you'll find what you're searching for.

He leans back over the desk and continues his work.

<quill SCRATCHING resumes.>

//As you explore this side of the room further, objects glow with a light blue hue, signally their interactivity. In particular, one of the wooden figurines sitting on the shelf glows. Upon closer inspection, it is a figurine of some sort of creature that has no distinguishable features beyond that of being some sort of animal. Reach out and hold down the "action" button to pick it up off the shelf.//

A strange ripple of warm light and energy seems to expand out from the object as you take it off the shelf.

<a light GONGING signals a memory notification.>

//Open your memory tree to see a clearer image of the creature in its actual form along with its name.//

THE BOOK KEEPER (CONT'D)

Ah! A peculiar creature that one is...strangely familiar too, perhaps?

DIALOGUE PROMPT:

USER (TEXT)

What just happened?

THE BOOK KEEPER

I believe you had, what some refer to as, a moment of remembrance. Don't be startled. Memories are meant to come back to you, after all.

DIALOGUE PROMPT:

USER (TEXT)

What did I remember?

THE BOOK KEEPER

I cannot say. That is something that you have to uncover for yourself, but that trinket is in part connected to the reason of why you are here. Do keep looking around. See if anything else speaks to you.

AT 6 O'CLOCK: THE CABINET

You see a large, free standing cabinet that sits in the middle of the wall behind you. It is rounded at the top with iron handles and is carved with painstaking detail around the edges. A closer look reveals that the carvings are a collection of animals patterned along the edge. Two small windows sit to either side of the cabinet. Moonlight slips through the cracks of the curtains that cover them, but you are not able to clearly see outside beyond the inky blackness of the night. There is no door on the wall, and no clear way to exit the cottage at all.

//INTERACTIVITY: As you walk towards the cabinet, the door handles begins to glow with the blue light. Reach forward and hold down the "action" button to try and open the door.//

<the door handles RATTLE.>

The doors are locked, and will not open. Another mystery.

THE BOOK KEEPER (CONT'D)

I do not think that you are quite ready for that yet, my friend, but don't fret. I believe the time will come sooner than you think.

AT 9 O'CLOCK: BOOKSHELF

A large wooden bookshelf sits floor to ceiling and wall to wall. The shelves are crammed to the brim with volumes, and those that can't fit sit in stacks on the floor. A comfortable yet old looking lounge chair sits in the left corner with open books sitting on the chair's side table and around its base.

//INTERACTIVITY: As you walk forward to approach a bookshelf, a select few of the books begin to glow. Reach forward and hold the "action" button to grab the books off the shelves.//

Most of the titles are classic fairytales and stories. Some titles include: *The Prince and the Pauper*, *The Jungle Book*, *Grimm's Fairytales*, *Frankenstein*. One particular selection stands out from the rest. The book is worn and the title is mostly faded and unreadable.

<A CHORAL SOUND plays before fading out with the glow.>

As you pick it up, the text seems to glow with a golden light before fading completely.

THE BOOK KEEPER (CONT'D)
What have you got there?

<a pigeon COOS and wings FLUTTER in a task notification sound.>

A task prompt appears in the upper corner telling you to bring the book to The Book Keeper.

//INTERACTIVITY: Make your way towards THE BOOK KEEPER on the other side of the cottage. He now has an open book icon over his head which will alert you to talk to him. Click the "action" button once you're in range.//

IF NOT YET TALKED TO:

THE BOOK KEEPER glances up from his writing to look at you. A smile spreads across his face.

THE BOOK KEEPER (CONT'D)
Ah, hello my friend. It has been so long hasn't it?

He pauses and looks at you intently.

IF YOU CHOOSE DIALOGUE PROMPT 1:

USER (TEXT)
Who are you?

THE BOOK KEEPER
But of course... you wouldn't remember me would you? I nearly forgot who I am myself, it's been so long since I've needed to tell anyone. (chuckles) No matter, you're here now. I am known as THE BOOK KEEPER. I spend my days, right here, recording stories - some that have yet to be written, some that already have been in their own way, and others...that have simply escaped time.

IF YOU CHOOSE DIALOGUE PROMPT 2:

USER (TEXT)

Why am I here?

Oh, but that *is* a long story. Even longer than one of my books I predict! (chuckles) I am afraid we both simply have too much to do and not enough time for me to give you the explanation you desire. I assure you, it is for a good reason. But alas-

IF ALREADY TALKED TO OR IN ADDITION TO PREVIOUS DIALOGUE:

THE BOOK KEEPER

I see you have found what you are looking for! Though, you may not know it yourself yet. That story is an old tale, one that was unwritten long ago. Lost to the ages and wills of time. I think you in particular would enjoy it if you give it a chance. It may even bring you some comfort and a sense of...nostalgia.

But don't let me be the judge, perhaps you would like to try it for yourself, yes?

THE BOOK KEEPER gestures with his quill to the comfy looking chair in the far corner of the room behind you, before lowering his head and going back to his writing.

<SCRATCHING of quill resumes>

IF YOU CHOOSE DIALOGUE PROMPT 1:

USER (TEXT)

What is the title of the story?

THE BOOK KEEPER glances up to look at you once again.

THE BOOK KEEPER

(laughs cheerfully)

Oh that is not for me to say! Of course I have many names for what it *used* to be, but that time has passed. The more interesting question would be what will it be now, hmm? Go ahead. Give it a read.

THE BOOK KEEPER once again gestures to the chair in the corner.

IF YOU CHOOSE DIALOGUE PROMPT 2:

USER (TEXT)
Why should I?

THE BOOK KEEPER glances up to look at you once again.

THE BOOK KEEPER
A fair question. I shall give an
even fairer answer: why should you
not?

<pigeon TASK NOTIFICATION sounds.>

The prompt to sit in the chair appears in the upper right corner.

EXPLORE THE REST OF THE ROOM IF YOU HAVE NOT DONE SO YET**FOLLOW PROMPT:**

//As you make your way back over to the chair, a candle slowly comes to life on the table besides it. The chair glows a light blue as you near it, hinting at its interactivity. Turn around and hit the "action" button to sit down in it.//

You sit in the chair.

<pigeon TASK NOTIFICATION sounds.>

A prompt appears to open up the book.

//Position the book in both hands and hit the "action" button.//

The book cracks open in your hands. Before you can take the opportunity to begin scanning the text, a golden glow begins to emanate from the books center, growing stronger until it overtakes your vision completely. The book disappears from your hands as the bright world around you begins to whirl and vortex.

<dramatic musical SCORE plays.>

A myriad of shapes and colors begin to take form, but will not come into focus enough to clearly see the images that they are painting. It is like looking at the physical embodiment of an untuned radio.

<indecipherable NOISES and VOICES are heard lowly at first and then they grow in volume.>

Title shows in center of the screen, "The Forgotten".

FADE TO WHITE.

THE END



The Era of the New Moon

High Concept

Logline:

After becoming an intern for the 1970 space exploration program, you discover that cultists have liberated an alien from the moon that seeks to alter the minds and feast on the bodies of humanity.

Synopsis:

When the US first sent astronauts to the moon, they never could have known what would be brought back.

Unbeknownst to the public, a cult has infiltrated the United States Space Exploration Program. Using the technology developed for the moon landing, they have transported an alien creature back to earth under the belief that it is a god.

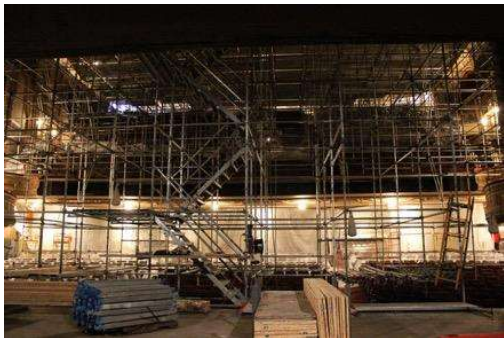
The creature emits a pheromone that instills a hypnotic power over those who get too close. It fills their minds with vibrant, copacetic visions. Only once this trance is broken can one see the true carnage and destruction taking place.

As a new intern for the space exploration program, you are unaware of the dangers that lurk inside the training facility. You must navigate through the building while evading the cult members and resisting the hypnotic influence of the entity. Will you be able to resist the visions and escape the facility? Or will you succumb to the entity, ultimately ushering in the Era of the New Moon?

Beat 1/The Queue

Entering the Base

You and your fellow interns are approaching a building that seems to be under construction. As the line leads up to the building, you notice a plethora of “No Trespassing” and “Warning” signs indicating that you are on government property. Old box-style televisions are placed strategically on pieces of scaffolding and play a video to give you the lowdown on your new job and the recent successful moon landing. Occasionally the training video cuts to static - though you can’t be sure - you think that you can see ominous figures and symbols in the distorted image.



Beat 2 – Sanitation Room

A Sterilizing Welcome

You pass through a metal detector to a room with stark white walls and emergency wash basins. Loud voices crackle over an intercom, directing you to “keep on steppin’” and to keep your hands raised for decontamination. The lights continuously flicker, but you can make out hazmat suits lining the walls. As you walk through, a mysterious substance that distinctly smells like citrus sprays at you from the HVAC units above. With each spray, the bleak walls of the facility are illuminated with psychedelic flora - almost as if the scent itself is slowly putting you in a trippin' out trace....



Beat 3 – Conference Room

Conference Room Confusion

After your decontamination, you find yourself in a dilapidated conference room. Pieces of broken furniture litter the floor, motivational posters hang askew, and electrical wires and air conditioning ducts hang from a torn-up ceiling. Miraculously, the sound system has remained intact and pumps in some soft disco. But you are not alone – some of these government workers are trippin'. They stand and sit among the wreckage in some sort of euphoric trance. Some take no notice of you, but the ones that do jump up and enthusiastically greet you with "the power of the moon." Their faces seem distorted by disturbingly large grins.



Beat 4 – Surveillance Room

Control Room Chaos

You move into the surveillance room, which is in the same state of disrepair. Remarkably, the monitors and screens still look stellar, untouched by the destructive force that moved through here. The screens flicker intermittently through a series of images – the moon, carnage and death, an astronaut with a mysterious vessel, the facility, and other psychedelic visuals. Occasionally the arms reach from the screen, lunging at you, The effect is dizzying to the max.



Beat 5 – Biohazard Room

Research Gone Wrong

As you move into the next room, you find yourself surrounded by tables covered with far-out scientific paraphernalia. Barrels of hazardous materials line the walls, each marked with a crescent moon. From behind the tables and barrels appear scientists wearing gas masks and hazmat suits. They lunge at you, screaming, “No! Don’t go any farther! It’s not safe! Don’t breathe anything in! Join the resistance! GET OUT!” Why are they so bugged out? And what’s wrong with the air?



Beat 6 – The Break Room

Bodies... Bodies Everywhere

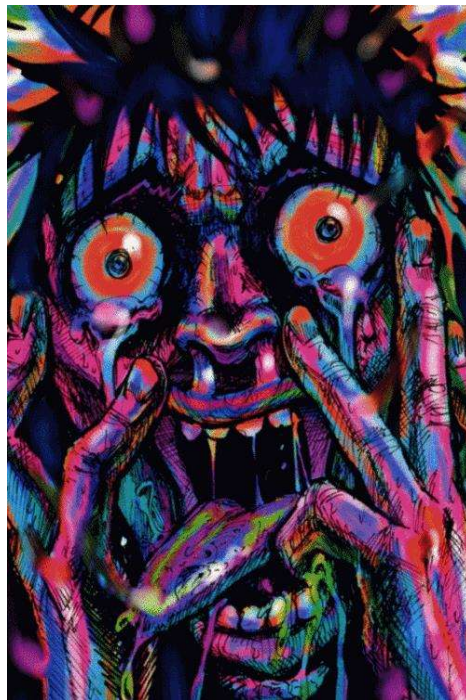
Ignoring the scientists, you book it to the former break room. Tripping employees are using the tables to flay and dismember corpses while eyeing you up for size. The ground is littered with organs and entrails – totally bogue. Above you, a shadowy figure feasts on the mangled bodies. The sound of the breaking of bones and the ripping of flesh fills the air. The figure is mostly obscured, but you can make out the shape of its bony fingers and hauntingly brilliant smile. As you are drawn closer to the creature, you find yourself entering a portal, enveloped by the same citrus scent from the sanitation room.



Beat 7 – Tunnel of Stars

The Portal

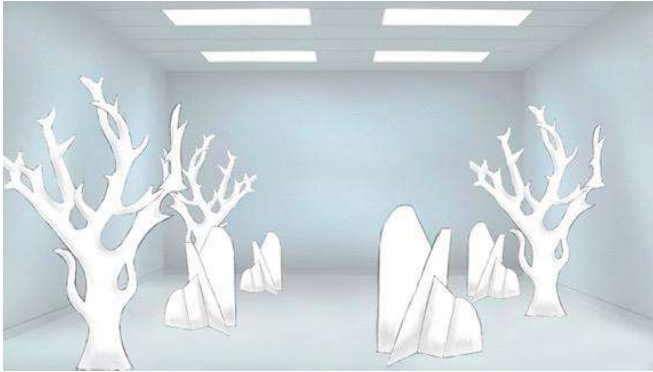
Now you're the one trippin' as fog fills the air and the floor shifts beneath you in a tunnel of stars. As you make your way through the void, you can make out images through the stars. You recognize these images as familiar places and people, but as you pass them, they distort into pictures of carnage and horror. You also see the same darkened, smiling face from the room before, but the face brightens to become disturbingly vibrant and terrifying. A voice calls from the void: "I am the future. I am the light. I am all things new. Join me and usher in the era of the New Moon."



Beat 8 – Psychedelic Forest

The Creature Attacks!

You emerge from the dark tunnel to find a funky, unearthly landscape. It pulsates, shifting between dazzling and foreboding psychedelic visuals, mirroring the two faces of the creature you saw in the star tunnel. You can hear the same disco music from inside the facility, but now it's distorted and trippy. The creature appears from behind every corner. Sometimes it is in its vibrant form and other times it is dark, but each form is freaky deaky and unsettling.



Beat 9 – The Throne Room

Before the Throne [choice point]

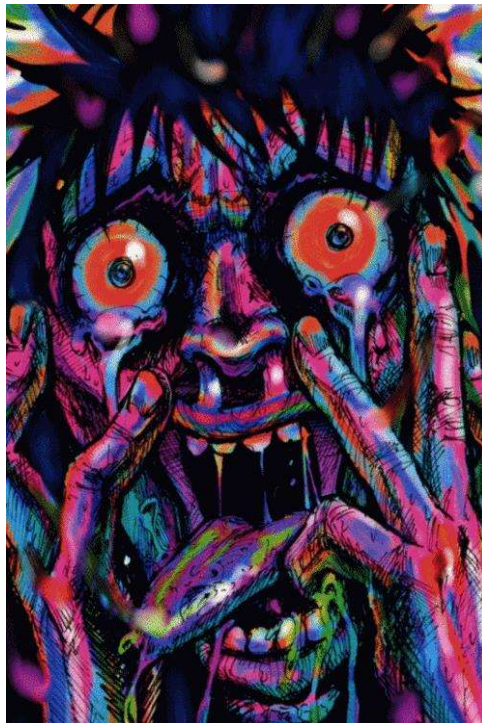
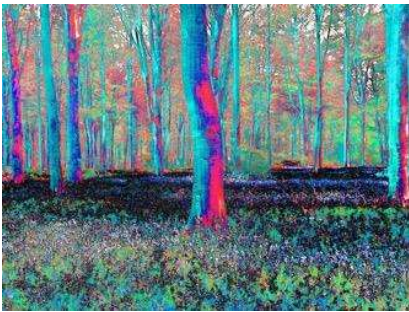
The entity fills the space, rotating between its two psychedelic forms and lunging at you. The citrus scent is overwhelming. To your left, delusional employees reach for you, begging you to join them. They gesture for you to follow them through a door encased in blue light, telling you that it's time to purify yourself for their god. To your right, the masked scientists wave to you and yell that they've found an escape, but you must follow them through a red-lit door. You must decide who to follow – that's heavy, man.



Beat 10 – Ending Option 1

The Trap!

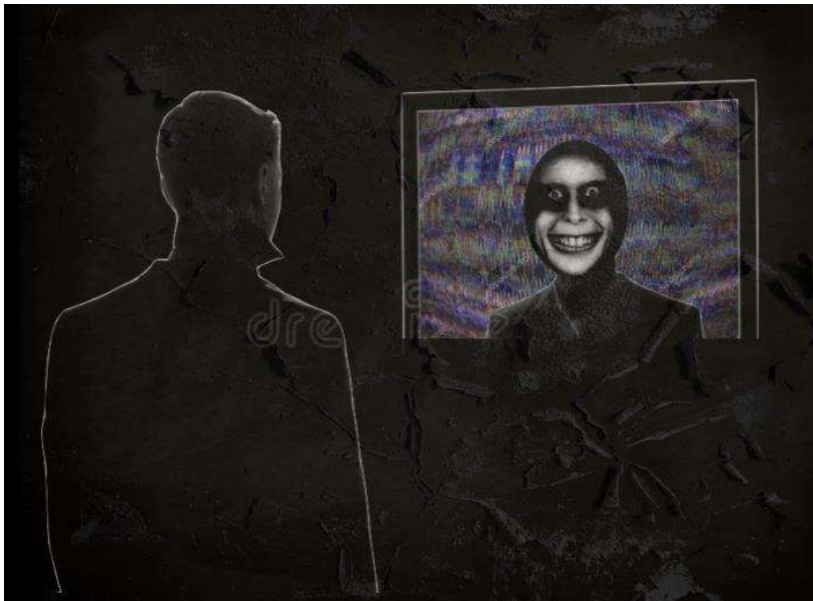
You find yourself in paradise – groves of citrus trees grow around you and pulsate with light. The face of the entity appears and disappears above you. Light, joyous laughter surrounds you, coming from every direction although no one is in sight. Without warning, the lights cut to pure black, and with a blood curdling scream, the floor gives way beneath you to an infinite void. Just as suddenly, the grove is re-illuminated and you hear, “Welcome to the Era of the New Moon.”



Beat 11 – Ending Option 2

Escape!

You're thinking it's time to skedaddle. Following the advice of the scientists, you move into a hall that resembles the sterilization room. The room is bare except for a giant television screen on the wall. The screen is running a news broadcast covering the disappearance of new interns for the Space Exploration Program. As you watch the screen, you see your picture appear along with the other interns who entered the building with you. With a flash, your picture distorts to reveal a large, bloody smile. Moving out of the room, you wonder about the fate of those who chose the other door.



Thank You! 