

SCHUMANN : FEATURE SCREENPLAY PITCHDECK

Screenplay Title : Schumann. **Genre :** Psychological Techno-Thriller.

Tagline : For every kilogram of flesh - a crusade for Zero Gravity.

Logline : A world-renowned Rollercoaster Designer wrestles with reckless corporate greed and his thrill-rider fan's hedonistic addiction. He conspires to teach them a lesson they will never forget.

Writers & Creators : Steve & Janet Nethercott-Cable

Creative vision : We challenge our audience to question the 'Western' perception of 'madness' by exploring our main character Schumann's fragmenting state of mind, from a Shamanic perspective. This film is a socio-political exploration of madness, Shamanism, hedonistic thrill-ride culture and Schumann's existential contribution to this world. A compelling psychological thriller with a shocking twist in its tail. Our aim is to use music and film symbiotically. An exciting, immersive visual and auditory journey with ambient, rhythmic electronic music – intrinsically mixed within an industrial, atmospheric soundscape, mimicking electromagnets and machinery. We wanted to show the visual and auditory contrast between disparate worlds:

Rollercoaster Theme Park : A hi-tech gaudy technicolour environment, with a cacophony of artificial sounds.

Schumann's Control Room : A dark grey mysterious sanctuary, with subliminal electromagnetic humming and mechanical rhythms.

Theme Park Landscaping : Soft naturalistic nocturnal sounds and rhythms, with lush green organic colours and earthy tones.

Target Audience : Thrill-Ride enthusiasts / Adults interested in emerging technology, dramatic story-telling and character studies / psychological thriller enthusiasts / those drawn to films with social commentary.

Pitchdeck Contents :

Page 01 : Introduction & Creative vision.

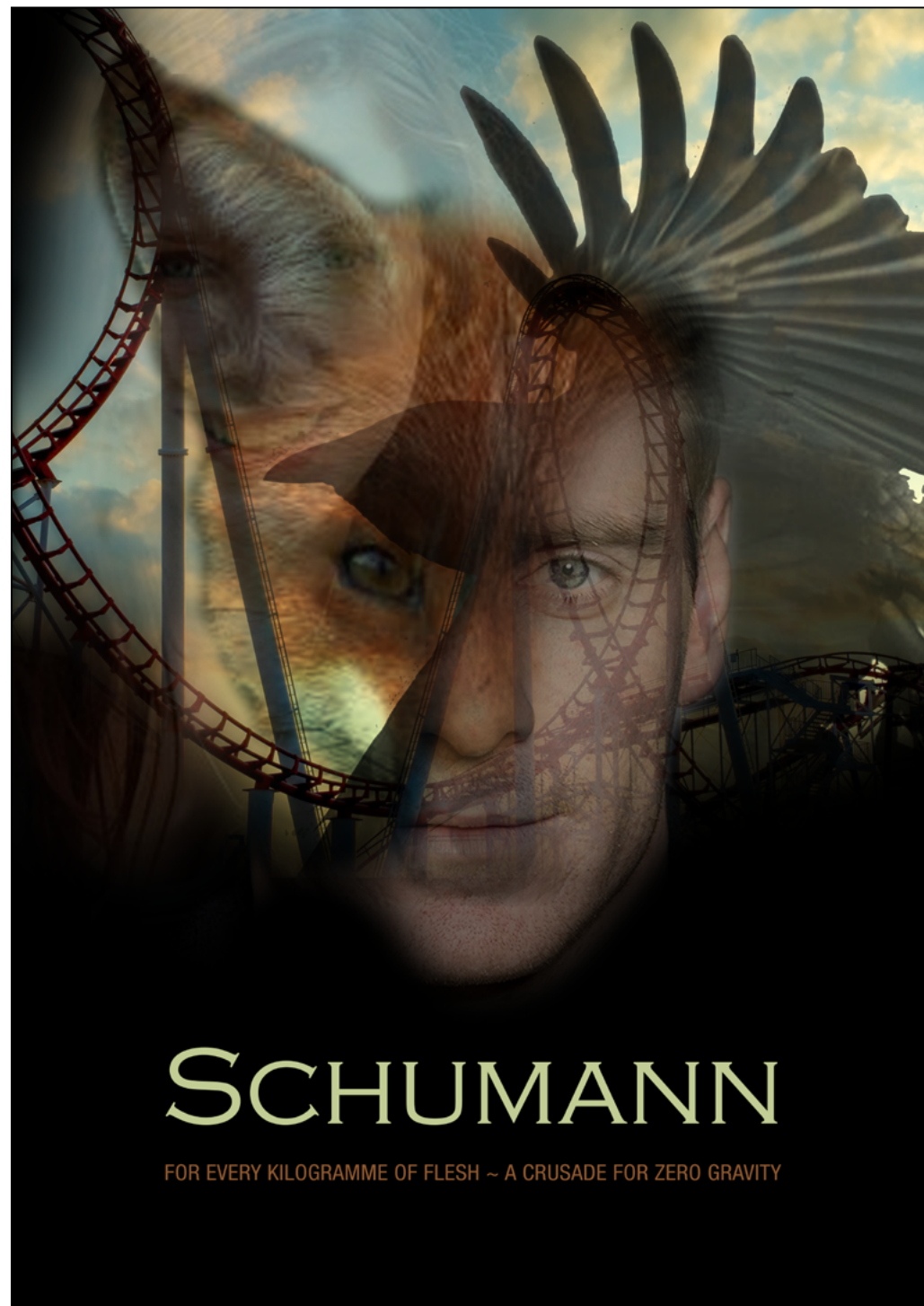
Page 02 : Schumann - Feature Screenplay - Overview.

Page 03 : Schumann - Feature Screenplay - Full story synopsis.

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Page 11 : Schumann - Feature Screenplay - Characters.

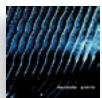
Page 12 : Schumann - Feature Screenplay - Moodboard.



SCHUMANN : FEATURE SCREENPLAY OVERVIEW

Schumann Worldview : This story is set in the near future within a Rollercoaster Theme Park. A fabricated environment where people can safely experiment by indulging in a myriad of emotions and sensations: fear, excitement, vulnerability and euphoria. Society is experiencing socio-political amnesia and addiction to hi-tech hedonism - it's lost its way. For those of a creative nature and heightened sensitivity who live in this world, the balance of creativity and destruction is never too far apart.

Music inspiration : Please listen to **ZERO GRAVITY** by MONOLAKE (a.k.a Robert Henke) for mood and atmosphere - *click small image to listen (pop up window displays - internet access required)*. This evocative music track was the original inspiration for



our idea about a man who lives a secret life within a Rollercoaster mountain structure and his experience of the industrial, mechanical background sounds created by the rollercoaster machinery around him.

Why the Rollercoaster Theme Park setting? This is a fabricated environment where most people can 'safely' experiment by indulging in a myriad of emotions and sensations: fear, excitement, vulnerability, euphoria and weightlessness – Zero Gravity! The fear they experience is phoney – a calculated short-lived risk. In reality, they experience controlled 'danger' and emerge unscathed when the ride finishes. Our audience will experience a rollercoaster ride of emotions, the question is – will they emerge 'unscathed' or be changed forever?

We use the Rollercoaster Theme Park as a tool in our symbolic exploration of the human condition. Schumann's descent into madness, solitude and return to the 'real' world, is a cathartic process of self-discovery, connection and subsequent grounding.

Gemma is seduced and influenced by Schumann's magical world - forcing her to evolve. She becomes the catalyst for Schumann's recovery and her own transformation. Mental illness is not an accident or an unfortunate event, but a healing crisis, as believed by Shamans. A chance to reboot, follow our soul purpose and get 'back on track.' This is the message behind our film. We either accept this message or deny and fight against it. We have within us the ability to create and destroy life, even our own. For those of a creative nature, who live with heightened sensitivity, the balance of creativity and destruction is never too far apart.



Schumann looks up, slowly scanning the dusky purple Sky - embracing the scene evolving in his imagination

SCHUMANN : FULL STORY SYNOPSIS

Affable genius TOMAS SCHUMANN is a world-renowned Rollercoaster Design Engineer who is completing work on the blueprint for his hi-tech thrill-ride 'ZERO GRAVITY' ('ZG'). An expert on the 'Taxonomy of Thrill', Schumann's mission is to challenge the boundaries of riders' physical and emotional endurance, in pursuit of the most euphoric thrill-ride experience.

At age 4, Tomas Schumann was involved in a car crash and lost both parents whilst driving back from receiving his prize at a Fischertechnik Toy Awards Event. His parents weren't wearing seat belts. As an adult he holds deep guilt and responsibility for their deaths. This childhood trauma drives his adult obsession for control and safety in his thrill ride designs.

Dog-tired, caffeine-driven Schumann regularly works all night at the ZG site office, which has become his home. He is tortured by the memory of his bitter break up with fiancé SKY, a narcissistic film actress. Sky publicly humiliated Schumann in a high-profile Press exposé, claiming he ignored her phone call cries for help whilst held captive by a stalker. Sky often 'cried wolf' to get attention, so Schumann didn't believe her and now has to live with the guilt of failing to protect her.

Schumann's jovial trusty colleague MIKEY, ZG Project Manager, works hard to protect Schumann's fragile state of mind. He helps by fielding the demands of egotistical slime bag MATT, ZEST Marketing Manager and duplicitous Ride Construction Manager CLIVE. Pressure from the money-grabbing Theme Park Corporation, and high expectations from Schumann's SHRIEKER thrill-ride fans, take their toll. He feels responsible for creating a monster - the ZG Ride, which feeds their insatiable, hedonistic desires. His festering disdain for the Shriekers grows and conflicts with his professional duties.

Schumann has invented a premium hi-tech bio-metric feedback system, which links a Rider's biochemistry to the ride via their personal bio-tattoo ('BIO-TAT'). Rider's vital function data and emotional response is monitored and recorded during the ride. Stimulated enzymes in the bio-tat amplify euphoria and glow when activated. As Schumann's disdain for his hedonistic Shriekers grows, the glow of his own bio-tat is a painful reminder of the monster he has created. Schumann regularly escapes the loud construction site and screaming Theme Park chaos by slipping away to a hidden CAVERN within the huge ZG fake mountain

[continued](#) >



Schumann's bio-tat is a painful reminder of the monster he created

structure. Here he finds peace and temporary solace. Schumann realises he must find permanent sanctuary and extract himself from the limelight and this painful existence. At night he constructs a secret CONTROL ROOM within the Cavern. Schumann hard-wires his controls into the Theme Park Systems to observe the Shriekers via surveillance video and directly influence ride operations, whilst remaining safely detached from the outside world.

Schumann has a heated confrontation with Clive, who's been underhandedly ordering substandard harness components, which risks rider's lives. Stressed Schumann challenges Clive, but is shocked to see Clive's face morph grotesquely. Schumann's vivid hallucination reveals Clive's true, two-faced nature.

Early Launch Day and ZG is running in Test mode with full contingent of crash-test dummies. Engineers rush around co-ordinating final checks. Outside the Park raucous crowds queue, counting down final seconds to ZG Launch. Schumann escapes to his Cavern unnoticed and painfully cauterises his bio-tat with a laser solder gun to destroy his trackable technology. Mikey frantically searches for Schumann, but he's vanished without a trace.

ZG is a huge success and MATT exploits Schumann's mysterious disappearance to fuel the media circus. Whilst researching Schumann's background for ZG publicity, feisty attractive Zest PR Manager GEMMA unearths his chequered past and develops a deep fascination and empathy for missing Schumann.

Now living permanently in his Control Room, Schumann's mental health deteriorates. He survives by scavenging junk food and is physically affected by the ZG ride's powerful electromagnetic forces, which amplify his hallucinations. Lonely Schumann communes with nocturnal wildlife and tames a wild fox. He builds a bizarre trophy collection of orphan shoes flung off by ZG's G-forces. Lack of human contact mean animals and shoes become his safe companions.

Zest organises a lavish Wrap Party, hiring the Theme Park for a night to celebrate the success of ZG. During Gemma's ride on ZG, her shoe is lost whilst fighting off drunken sexual advances by Matt. Schumann witnesses this fight, watching remotely via his Ride Video Surveillance System. He emotionally connects with Gemma's plight and vulnerability, attracted by her beauty and strength in the face of adversity.

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Gemma is a welcome distraction from his routines and strange rituals. Schumann becomes obsessed by Gemma and constructs a plan to entice her into his lair by promising return of her shoe. He sends a parcel to her office containing a memory stick of his video surveillance footage, showing the fox playing with her shoe. He handwrites precisely-timed instructions for collection of her shoe at the ZG Ride.

Gemma returns to the Theme Park and boards the designated ZG ride car. Schumann watches via CCTV and remotely shunts her car into the maintenance bay next to his Control Room. They see each other for the first time. Whilst still held captive in her harness, nervous Gemma realises he is the 'missing Schumann' and launches a verbal attack - accusing him of stalking her. After brazenly psychoanalysing Schumann, he breaks down and finally releases her harness - she storms off, leaving the Control Room via the hidden entrance.

Gemma feels guilty for verbally attacking Schumann and realises he meant her no harm. Tired of her phoney marketing world, she is deeply intrigued by Schumann's magical, nocturnal world. Gemma is seduced by the danger and excitement of their strange secret rendezvous. As a young girl, Gemma experienced the tragic loss of her mother, leaving her to look after her violent father. As an adult, she empathises deeply with Schumann's own childhood loss.

Determined to meet Schumann again, plucky Gemma returns to the Theme Park, avoids Park Security and sneaks back into his Control Room via the hidden entrance in the mountain wall. Schumann is surprised and elated by Gemma's return. He allows her to explore his mystical Cavern, full of orphaned shoes and weird paraphernalia. Their relationship grows more intimate as they spend more time together and Gemma begins to understand Schumann's complex character.

She regularly visits him at night, bringing him food and provisions. Outside the Control Room, below the rollercoaster, is the lush tropical garden where she meets Schumann's tame fox and becomes aware of his deep empathy with the naturalistic world. However, Gemma becomes increasingly unnerved and concerned for his wellbeing, due to his changing mental state and erratic behaviour. She realises Schumann has been covertly influencing ride operations, but unsure whether he has sinister motives.

Schumann has fallen in love with Gemma and attempts to take back emotional control, by pushing her away to protect his damaged heart. The continued >



Gemma and Schumann feed the fox in the garden below the rollercoaster

Theme Park closes down for winter, so Gemma is unable to visit. Schumann reaches rock bottom trying to survive the isolation and bitter cold. He desperately misses Gemma and is unable to contact her. Without human contact, Schumann's mental state rapidly transmutes, becoming hyper-sensitive to mystical energies swirling around him. His heightened new-found Shamanic senses perceive supernatural signs from nocturnal wildlife. These symbolic messages hold the key to his survival and ultimate rebirth.

During winter ride maintenance, Schumann is incensed when he observes Clive's team replacing his ZG ride harnesses via CCTV. In a fit of delirious rage, Schumann remotely overrides the control system, releasing ride harnesses mid test run. Crash test dummies are violently hurled from their cars and smash into the ride support structure. Shocked Ride Technicians are puzzled by this seemingly random event. The ZG Ride is closed for forensic investigations and extensive repairs.

During a Zest Briefing Meeting with Theme Park Management, Mikey is surprised to see Clive attending. It transpires they are side-lining Mikey in Schumann's absence, to reinvent the ZG ride for financial gain. Whilst Mikey loyally fights Schumann's corner, Gemma struggles with the dilemma whether to disclose Schumann's whereabouts to his desperate friend and colleague.

In Springtime the park re-opens and Gemma is longing to see Schumann and is relieved to discover he survived the winter. Gemma convinces Schumann the only way to stay with her is to leave the madness and isolation of his Theme Park 'sanctuary' to live in the outside world again. But first Schumann insists he must execute his 'masterplan' to teach the Shriekers a lesson and accomplish his mission, so he can escape with Gemma to leave his past behind. At the height of the Season, Gemma and disguised Schumann sneak out of the Control Room and melt into the crowds.

Schumann and Gemma escape to a Land-yatch sailing base and satellite-equipped Cafe on Utah Salt Flats. Via remote control Schumann can still surveil Theme Park cameras and systems. He remotely opens the Control Room door in full view of Jeffrey the Park Security Guard who's doing his rounds. Shocked Jeffrey calls Clive, who enters the Control Room to investigate. Schumann snaps the door shut and traps Clive inside. This is Schumann's planned revenge against Clive...

continued >



Dream sequence: Gemma spirals inwards, travelling deeper into the dark labyrinth

Clive unwittingly triggers the laser beam sensor which starts Schumann's ride system control programmes. Theme Park rides screech to a halt as a cacophony of screams erupt from terrified riders, now trapped dangling upside-down like rag dolls. Shriekers' unsecured mobiles, keys and coins cascade down, clatter and smash noisily on the ground below. Long seconds pass. Powerful machinery resets, lurching shell-shocked Shriekers to safe, upright, captive positions. Screams quickly subside as Schumann's recorded voice booms a damning monologue from the Park PA:

"NOW WATCH! ...

Shrieker's heads turn in unison - eyes fixing on the giant media screens running Schumann's damning archived video montage of their despicable, hedonistic behaviour, in nauseating slow-motion close up. Shrieker's witness Schumann's ride crash footage and complete destruction of crash-test dummies - a revelation of their own mortality and a profound wake up call!

... EMBRACE YOUR VULNERABILITY... FEAR IS YOUR FRIEND!"

Schumann's programmed scripts release ride harnesses. Hesitantly, hundreds of dazed Shriekers climb slowly out of their rides to huddle in small, silent groups - thankful to be alive.



Gemma resigns herself to the loss of her shoe...



The Shriekers are held captive - trapped by their harnesses in precarious positions on all Thrill Ride tracks

78.

135 INT. ZG SPIRIT MOUNTAIN TOP - NIGHT

Schumann is sitting out on the windy ZG Mountain top, clutching the mobile Gemma gave him. This is the only location he can get a good mobile signal.

Schumann is in a bad state. He is cold, lonely, malnourished and his mental state has deteriorated. He struggles to write a text to her:

CLOSE ON: Grubby mobile phone screen, writing text "Call me".

INTERCUT:

136 INT. GEMMA'S FLAT - NIGHT

Gemma has placed her mobile in the ornamental Pachamama figurine's hands. We see the mobile screen light up.

CLOSE ON: Mobile phone screen displays: 'Schumann' as it BUZZES with his text coming through. Gemma races to grab her mobile, reads the text and immediately calls Schumann --

INTERCUT:

137 INT. ZG SPIRIT MOUNTAIN TOP - NIGHT

Schumann answers Gemma's call.

GEMMA (V.O.)
(Apprehensive)
Schumann?

SCHUMANN
(Speaking into phone.
Barely audible)
Yes.

GEMMA (V.O.)
You OK? --

Silence, apart from wind in background.

GEMMA (V.O.)
(Concerned)
-- I'm worried about you. Look...
I'm sorry about what I said. I came
down on you too hard. I was
frustrated. I can't bear thinking
of you stuck in that place all
alone... you're worth more than
that. You've got to get out
Schumann.

Schumann is getting increasingly emotional, but still does not respond.

(CONTINUED)

79.

GEMMA (V.O.)

I was looking out my window the other day... watching people scurrying about. It was bitterly cold and I was thinking about you freezing in that place. Just then a robin landed on my window sill... it was like it had something to tell me. It's chest was rusty red, like an old wound, but still it sat there bravely. It looked at me... like it was trying to tell me something, a message --

Schumann huddles against the wind, his hand shakes, clutching the phone tightly.

GEMMA (V.O.)

-- then it was like it came into my head... time to let go of anything in your life that no longer serves a purpose. Time to let go of all of the hurt and attachment to drama. Time to allow some joy and laughter into your life. At first I thought the message was for me, then I realised the message wasn't for me, it was for you. The Robin began to sing --

Gemma's voice begins to crack with emotion - she takes a breath to try and compose herself.

GEMMA (V.O.)

-- It had such a strong, beautiful song inside it... like it wanted to share it with the world. I realised the robin was you Schumann. No need to make any more sacrifices for your cause.

Schumann does not reply. He drinks in the comforting sound of her voice and closes his eyes as tears run down his cheeks. He tries to hold on to the mobile phone, but his hands are numb and weak, shaking with cold.

He fumbles, drops the phone and it SMASHES on the ground.

Gemma hears the call disconnect --

GEMMA (V.O.)
(Desperate)
Schumann... SCHUMANN!

CUT TO:

138 INT. CONTROL ROOM - NIGHT

Schumann has constructed a tent from scavenged plastic Water Ride raincoats. He has placed his fridge inside the tent to trap latent heat so he can keep warm. We see his vague shape moving inside the translucent plastic walls which have rivulets of condensed water running down.

He wrestles with the plastic and emerges wet, like a tadpole from frogspawn.

Schumann frantically sorts through a huge beaten up cardboard box which contains a wide assortment of Shriekers's lost possessions:

Shoes, sandals, flip-flops; damaged mobile phones; combs; lipsticks; jewellery; hair grips; false teeth; hair pieces; sunglasses; wallets; purses; coins; inhalers; vapers and cigarette packets.

Schumann is searching for a replacement screen to mend the phone which got smashed.

SCHUMANN
(Frantic and angry)
Kann nicht glauben, dass ich tat,
dass ich ein idiot bin!

SUPER: "Can't believe I did that, I'm an idiot!"

SCHUMANN
Dummer mann!

SUPER: "Stupid man!"

SCHUMANN
There's got to be one in here.

Schumann is distracted by a flip-flop sandal and holds it up to examine the inappropriate footwear:

SCHUMANN
(Irritated, rambling and
muttering)
Badeschuhe! You are stupid, lazy
and stubbornly impractical, you
think every day is a holiday, you
can't even run in those... your
toes will end up as claws... and
THAT damn slap-slapping noise!
Dumme schuhe... you are USELESS!

SUPER: "Stupid shoe!"

Schumann hurls the flip-flop across the room.

(CONTINUED)

SCHUMANN
Dumme schuhe...
dumme schuhe-mann...
Schu-mann... HAH!

Schumann rummages in the box again and holds up a cracked makeup mirror, seeing his reflection split in two, his madness now manifests into HYSTERICAL LAUGHTER.

CUT TO:

139 INT. ZEST BOARDROOM - DAY

Matt is chairing the Summit Elite Enterprises (SEE) meeting. Present: OMAR - CEO, SEE and LEVI - Senior Accountant, the SEE 'Suits', plus Mikey and Gemma.

LEVI
To capitalise on the success of our Zero Gravity ride, we are investing in a new revenue initiative. To maximise ROI we'll be customising the ZG Ride front seats for our 'Elite', premium-rate passengers. Over to you Omar.

OMAR
I'm sure you'd all like to join me in thanking Mike for his dedication and hard work on our ZG Project. As you'll know, Mike's contract is almost at an end, so we will be handing over the harness refit baton to the capable hands of Clive Mattock.

Gemma and Mikey exchange incredulous looks. Mikey's face reddens, he is enraged and humiliated. Mikey stands to speak --

MIKEY
(fuming)
I'm sorry... did you say Clive Mattock? OK, I must take issue with this... I know for a fact that Schumann has already vetoed these refit components... this is sub-standard gear and riders' safety is paramount! --

Omar and Levi exchange looks -- astonished by Mikey's insubordinate comment. Matt cuts in --

(CONTINUED)

82.

MATT
(snidely)
-- but, Schumann is no longer
working on this project and neither
are you!

Gemma looks gobsmacked as she realises something underhand is
going on. Mikey cuts back in --

MIKEY
(incensed)
-- just REMEMBER... ZG's success is
down to Schumann's genius and
expertise. HE'S the reason we're
all here today! Am I the ONLY ONE
who gives a shit about Schumann? --

Gemma is embarrassed and looks down at the ground, trying to
conceal her true feelings about Schumann.

MIKEY
-- your fucking fancy elitist
'revenue initiative' is bullshit.
You cut corners and pay peanuts...
you get monkeys like Clive who know
fuck all and don't give a shit
about safety! This is gonna come
back and bite you on the arse...
big time!

Mikey storms out of the meeting. Gemma awkwardly gestures to
the Suits and to Matt, that she will follow Mikey to check
he's OK.

INTERCUT:

140 EXT. ZEST BOARDROOM CORRIDOR - DAY / CONTINUOUS

Gemma rushes out of the Boardroom Meeting into the corridor
to catch up with Mikey, who's marching purposely towards the
building exit.

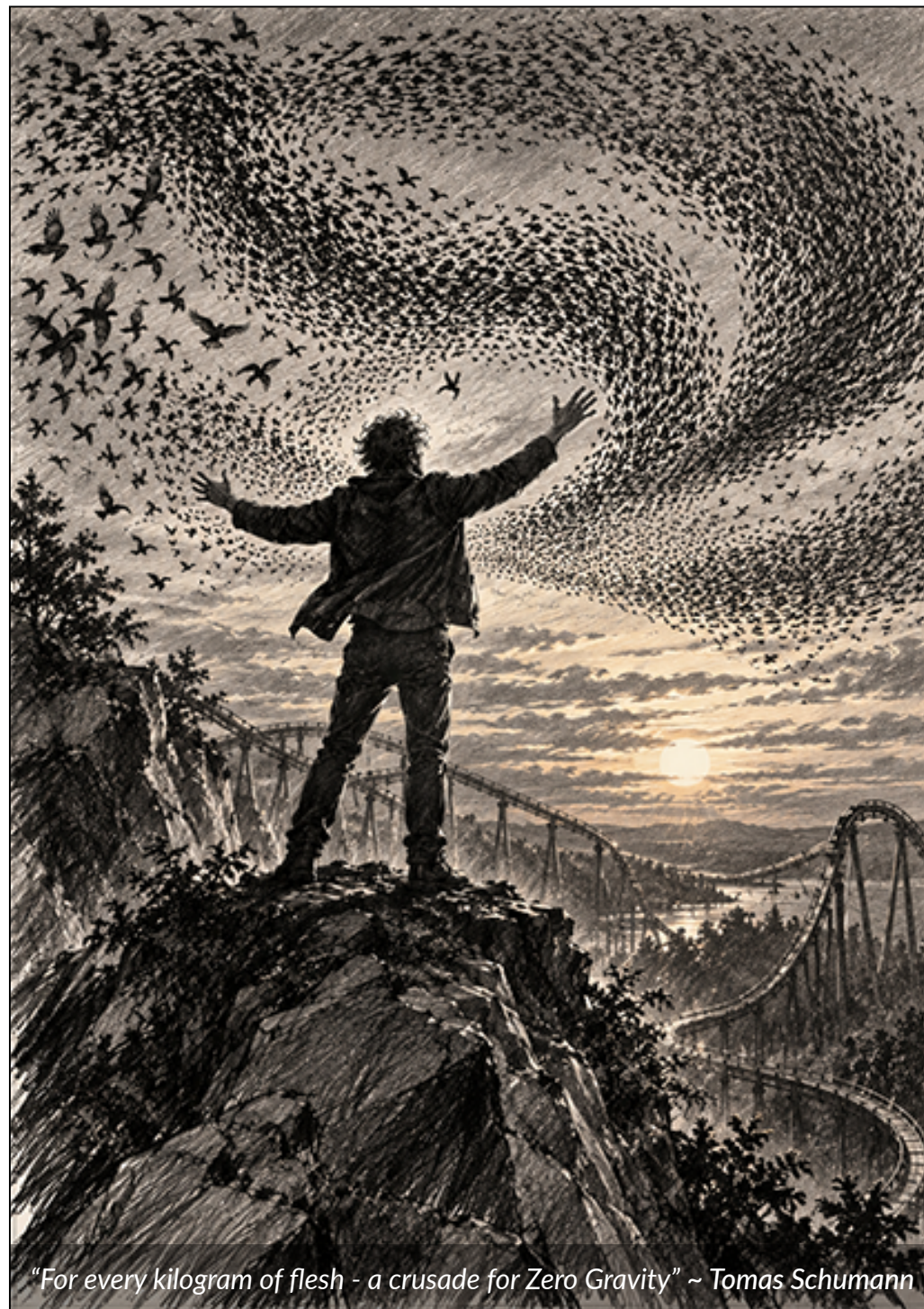
GEMMA
Mikey... MIKEY! --

Mikey stops and turns to look at Gemma.

GEMMA
-- I'm sorry... I had no idea this
was going on.

MIKEY
(emotional)
I know Gemma.

Gemma is touched by Mikey's allegiance to Schumann and puts
her hand on his shoulder.



"For every kilogram of flesh - a crusade for Zero Gravity" ~ Tomas Schumann

SCHUMANN : LEAD CHARACTERS

SCHUMANN (35) : DESIGN ENGINEER, Zero Gravity Rollercoaster.
Orphaned at an early age. Tortured, creative genius, manic-depressive, obsessive, lovable eccentric. Schumann wrestles with self-control and unfounded guilt as he still feels responsible for the death of his parents in a childhood car crash - this leads to him being highly protective towards vulnerable people and animals. Struggles with dissociation. Dominated by need for control and safety.

GEMMA (27) : PUBLIC RELATIONS MANAGER, Zest Marketing Agency.
Feisty, intelligent, rebellious, adventurous, attractive, dislikes routine, fish out of water. She's had enough of hierarchical chauvinism, feels trapped, wants to break free from phoney corporate world. Rebels against her emotional burden and legacy of childhood responsibility. Doesn't suffer fools gladly.

SCHUMANN : SUPPORTING CHARACTERS

MAD MIKEY (35) : PROJECT MANAGER, Zero Gravity Rollercoaster.
Schumann's rumbustious friend & loyal colleague. Witty, meticulous, bit of a joker, heart of gold.

MATT (30) : MARKETING MANAGER, Zest Marketing Agency.
Jack-the-lad, wheeler-dealer, lecherous, insincere, shallow.

CLIVE (40) : RIDE CONSTRUCTION MANAGER.
Egotistical, above his station, ambitious, ruthless.

JEFFREY (50) : THEME PARK SECURITY GUARD.
Firm but endearing, fastidious, streetwise, wicked sense of humour.

SKY (30) : ACTRESS, SCHUMANN'S EX-FIANCÉ.
Narcissistic, emotionally insecure, shallow.

'SHRIEKERS' a.k.a THEME PARK CLIENTELE :
Age range from babies to 70-somethings, anyone who might visit and enjoy a Rollercoaster Theme Park.

THE THREE STOOGES : Thrill-ride fans, obsessive adrenaline junkies.

01 - **TOP DOG (23)** : Cocky Ringleader.

02 - **FLAKEY (21)** : Top Dog's nervous Sidekick.

03 - **STONER (18)** : The Stoner... stoned, most of the time.

KIRSTY (22) : Schumann's Office - Fresh and bubbly office admin girl.

MANDY (21) : Zest Office - Excitable office admin girl.

SUZY (23) : Zest Office - lively and jokey office admin girl.

MAGGIE (28) : Brassy TV News Reporter.



Shaken and agitated, Schumann paces back and forth past his trophy collection of rider's lost shoes, flung off by the forces of gravity.

SCHUMANN : MOOD BOARD



Listen to
ZERO GRAVITY
by MONOLAKE -
click small image:

