

Echoes Beneath Glacier 9

\$ECHOE

PRINCIPAL CAST · LOCATIONS · STORYBOARD

Characters

4 PRINCIPALS

CHARACTERS

PROTAGONIST

late 30s

Lean frame, sharp cheekbones, short black hair threaded with frost. Wears a matte black jumpsuit with exposed data ports at the wrists and throat.



DEUTERAGONIST

mid 30s

Compact, wiry, hair shaved on one side. Goggles rest on her forehead leaving a pale stripe across sunless skin. Fingers stained with graphite from manual slate notes.



CHARACTERS

SUPPORTING

early 40s

Broad-shouldered, salt-and-pepper stubble, left eye replaced by a red ledger interface lens. Always carries a portable hardline spool.



ANTAGONIST

timeless

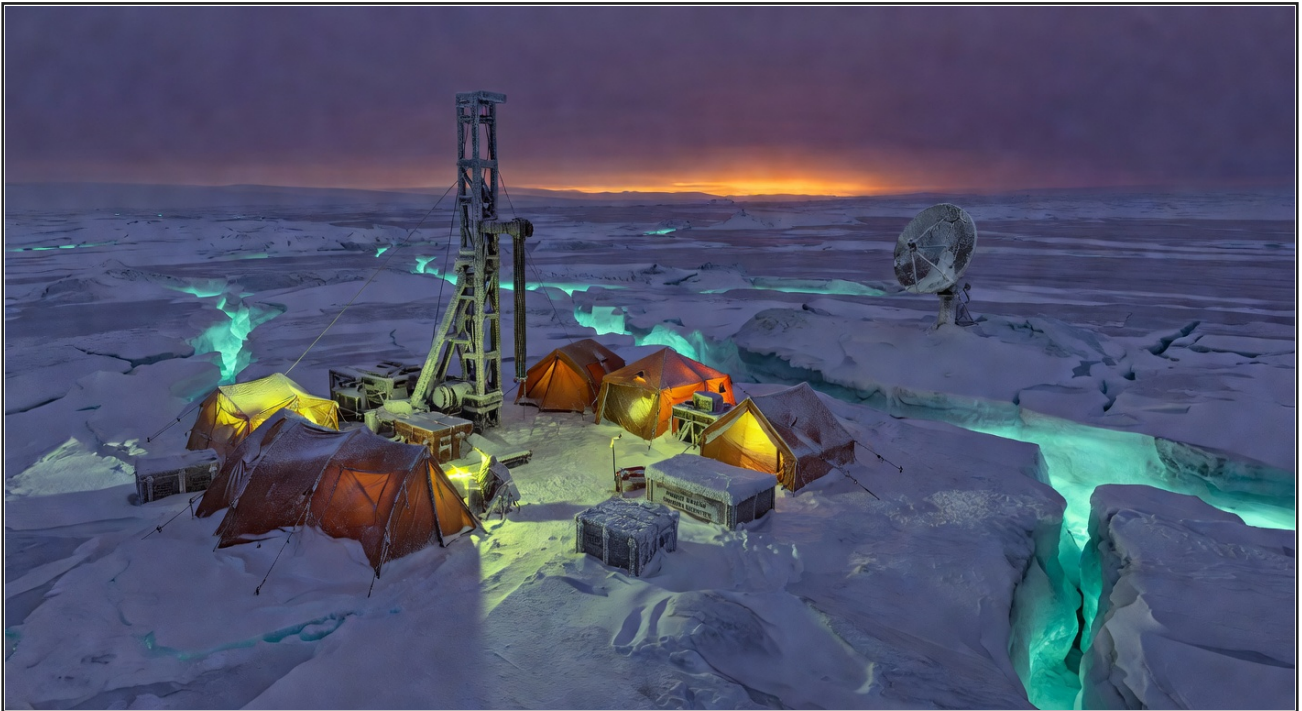
No fixed body. Manifests as shifting frost patterns and overlapping audio layers on every screen.



Locations

3 SETTINGS

LOCATIONS



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INT.

Narrow circular chamber carved from ice with twelve recessed stations. Cables run like veins across the floor. A single overhead light flickers in time with the chain's heartbeat.

Claustrophobic blue-white light sliced by moving shadows of the agents at work.

LOCATIONS



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INT.

Lowest vault where ancient server racks stand half-buried in clear ice. Condensation forms words on the walls before melting away.

Deep teal shadows and sudden pulses of amber warning light when the echo activates.

LOCATIONS



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EXT.

Narrow ice corridor lined with camera rigs on motorized sleds. Wind howls through cracks carrying distorted audio from the surface.

Harsh sodium-yellow work lights against endless black ice.

Storyboard

6 FRAMES

STORYBOARD

FRAME 1



FRAME 2



STORYBOARD

FRAME 3



FRAME 4



STORYBOARD

FRAME 5



FRAME 6

