

# Sub-Orbital Lullaby

\$LULBY

PRINCIPAL CAST · LOCATIONS · STORYBOARD

# Characters

4 PRINCIPALS

## CHARACTERS

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### PROTAGONIST

late 30s

Short-cropped hair matted by helmet liner, grease lines on cheekbones, eyes ringed by perpetual shadow from UV visor use. Wears a battered corporate maintenance suit with faded name patch and three sewn-on mission patches.



### ANTAGONIST

early 50s

Tall, rail-thin, skin the color of old paper under station fluorescents. Wears a crisp but threadbare station-manager tunic with gold epaulets now tarnished green.



## CHARACTERS

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### DEUTERAGONIST

mid 40s

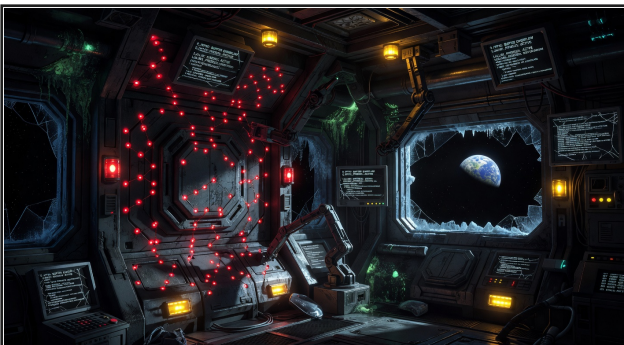
Compact, strong forearms from years of zero-G procedures. Black hair in a single tight braid, medical scrubs stained with old coolant.



### SUPPORTING

8

Small, translucent figure in a faded pink sleep suit. Bare feet never quite touch the deck. Face always half-turned, never fully visible in direct light.



# Locations

3 SETTINGS

## LOCATIONS

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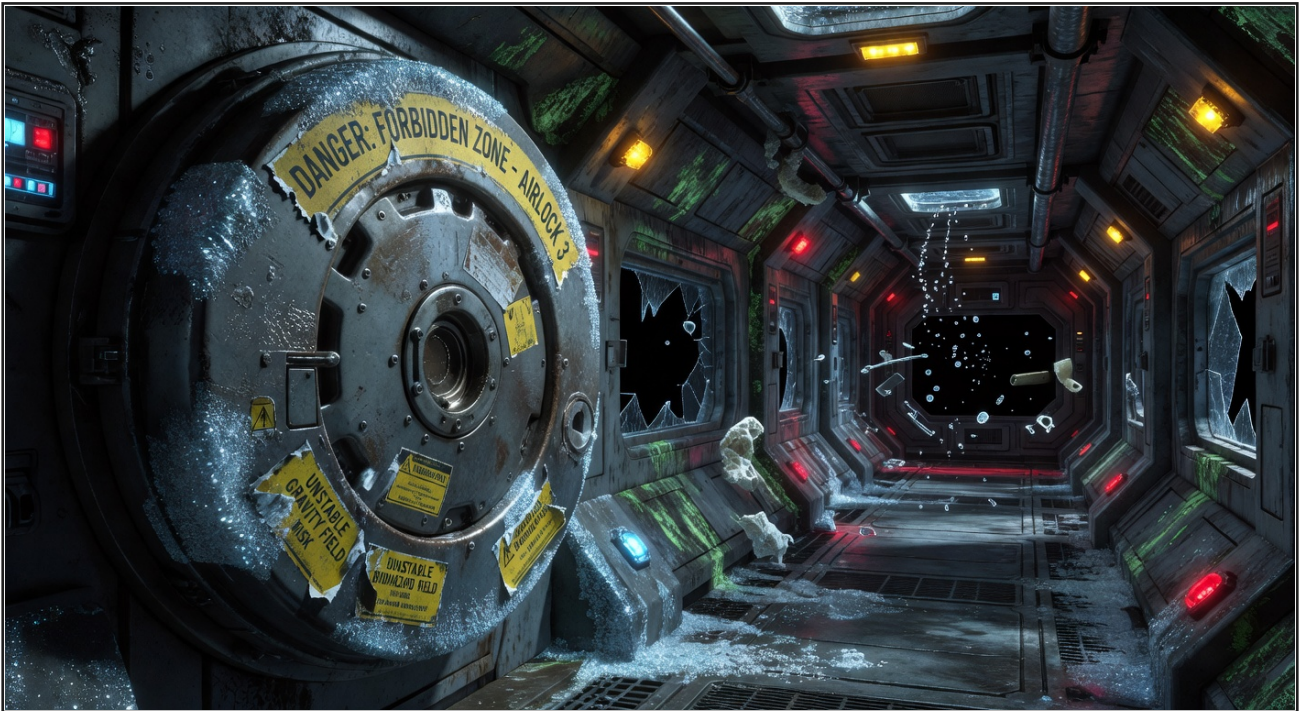
### INT.

Cramped octagonal bay lined with dented tool lockers. One porthole shows the Earth limb glowing through a film of condensation. A single flickering work light hangs from a cable.

*Stale air, sodium-yellow lighting, constant low thrum of recyclers.*

## LOCATIONS

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### INT.

Velvet wallpaper peeling in long strips. Crystal sconces dead and dusty. A child's handprint glows faintly on the inner door despite no children having boarded in two years.

*Oppressive luxury turned mausoleum, deep indigo shadows.*

## LOCATIONS

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### INT.

Circular chamber with manual crank wheel. Outer door shows micro-meteor pocks like acne scars. No safety interlocks remain functional.

*Absolute silence once the inner door seals, starfield visible through scratched composite.*

# Storyboard

12 FRAMES

STORYBOARD

FRAME 1



FRAME 2



STORYBOARD

FRAME 3



FRAME 4



STORYBOARD

FRAME 5



FRAME 6



STORYBOARD

FRAME 7



FRAME 8



STORYBOARD

FRAME 9



FRAME 10



STORYBOARD

FRAME 11



FRAME 12

