

# Echo Sim

**\$ECHOSIM**

PRINCIPAL CAST · LOCATIONS · STORYBOARD

OSCAR ISAAC • ZOE SALDAÑA • JOHN DAVID WASHINGTON • ROSARIO DAWSON

THE BETTER YOU ARE, THE RICHER IT GETS



# ECHO SIM

## SECHOSIM

STARRING OSCAR ISAAC • ZOE SALDAÑA • JOHN DAVID WASHINGTON • ROSARIO DAWSON  
MUSIC BY ATTICUS ROSS • EDITED BY KIRK BAXTER • DIRECTOR OF PHOTOGRAPHY SEAN BOBBITT • PRODUCED BY ARI ASTER

WRITTEN AND DIRECTED BY LUCAS KWAN  
AN AI-PRODUCED FILM • COLOR • 2026

**PG-13** PARENTS STRONGLY CAUTIONED  
SOME MATERIAL MAY BE INAPPROPRIATE FOR CHILDREN UNDER 13

PRODUCED BY ARI ASTER



# ECHO SIM

## SECHOSIM

# Characters

4 PRINCIPALS

## CHARACTERS

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### PROTAGONIST

mid 30s

Human male, mid 30s, with short dark hair, stubble, and tired eyes. Wears faded hoodies and jeans. Slim build from long hours at a desk, slight forward hunch.



### DEUTERAGONIST

early 30s

Human female, early 30s, South Asian features, practical short haircut, always in practical layers of cardigans and jeans. Sharp eyes that miss little.



## CHARACTERS

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### SUPPORTING

late 50s

Human male, late 50s, wiry frame, salt-and-pepper beard, callused hands. Wears old work shirts and boots in the server warehouse.



### ANTAGONIST

early 40s

Human male, early 40s, clean-shaven, average build, always in a dark windbreaker over button-down. Neutral expression that never shifts.



# Locations

3 SETTINGS

## LOCATIONS

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### INT.

Small one-bedroom with three monitors on a folding table, blinds half-drawn against sodium streetlight, unmade bed visible through doorway, stacks of unopened mail on the counter.

*Claustrophobic and dimly lit with cool monitor glow against warm sodium spill.*

## LOCATIONS

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### INT.

Converted industrial space with rows of rack servers humming under flickering fluorescents, metal catwalk above, single folding chair and old CRT terminal in the corner.

*Cold, metallic, and oppressive with low ambient drone.*

## LOCATIONS

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### INT.

Sparse conference room with one long table, two chairs, wall-mounted screen showing transaction logs, no windows, muted gray walls.

*Sterile and watchful under even overhead lighting.*

# Storyboard

38 FRAMES

STORYBOARD

FRAME 1



FRAME 2

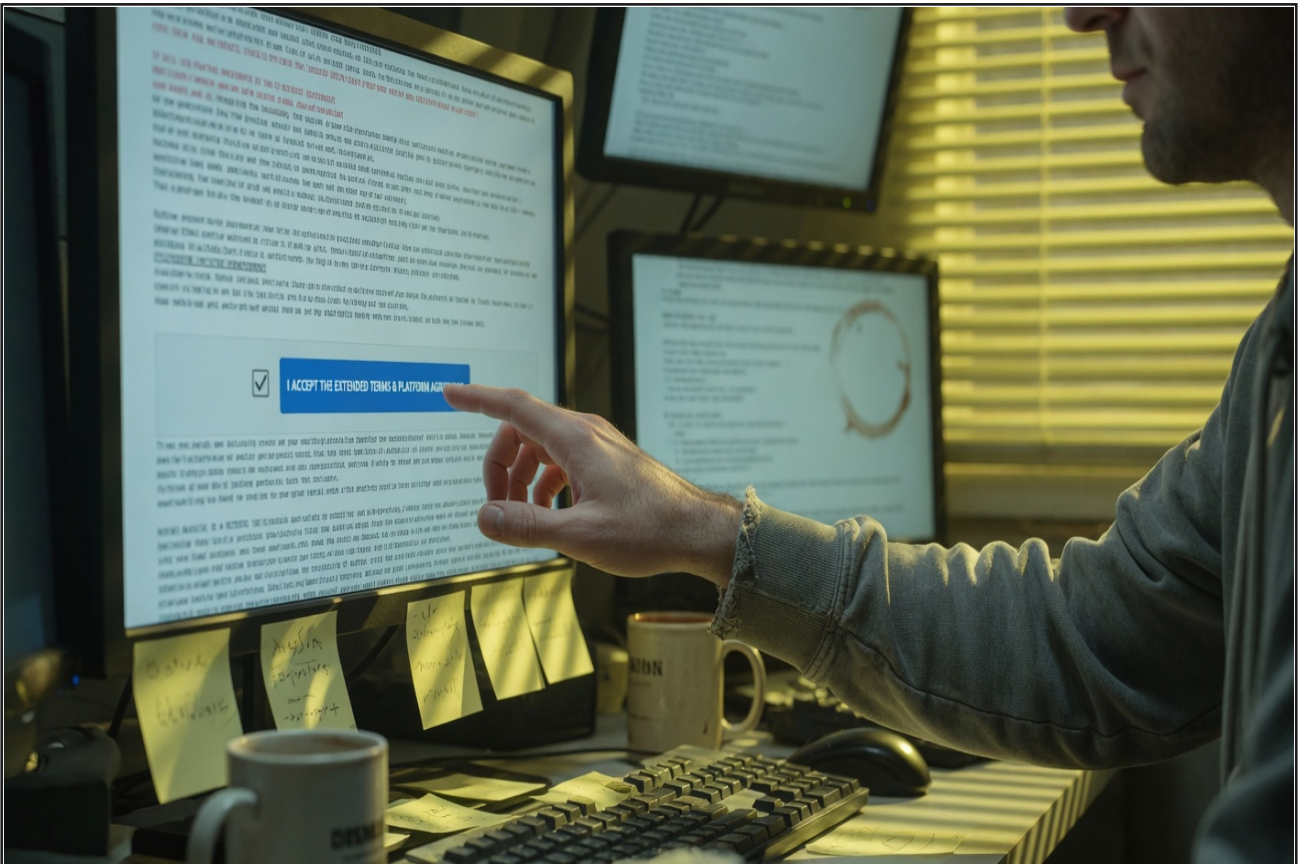


STORYBOARD

FRAME 3



FRAME 4



# STORYBOARD

## FRAME 5



## FRAME 6



STORYBOARD

FRAME 7



FRAME 8





STORYBOARD

FRAME 11



FRAME 12



STORYBOARD

FRAME 13



FRAME 14



STORYBOARD

FRAME 15



FRAME 16



STORYBOARD

FRAME 17

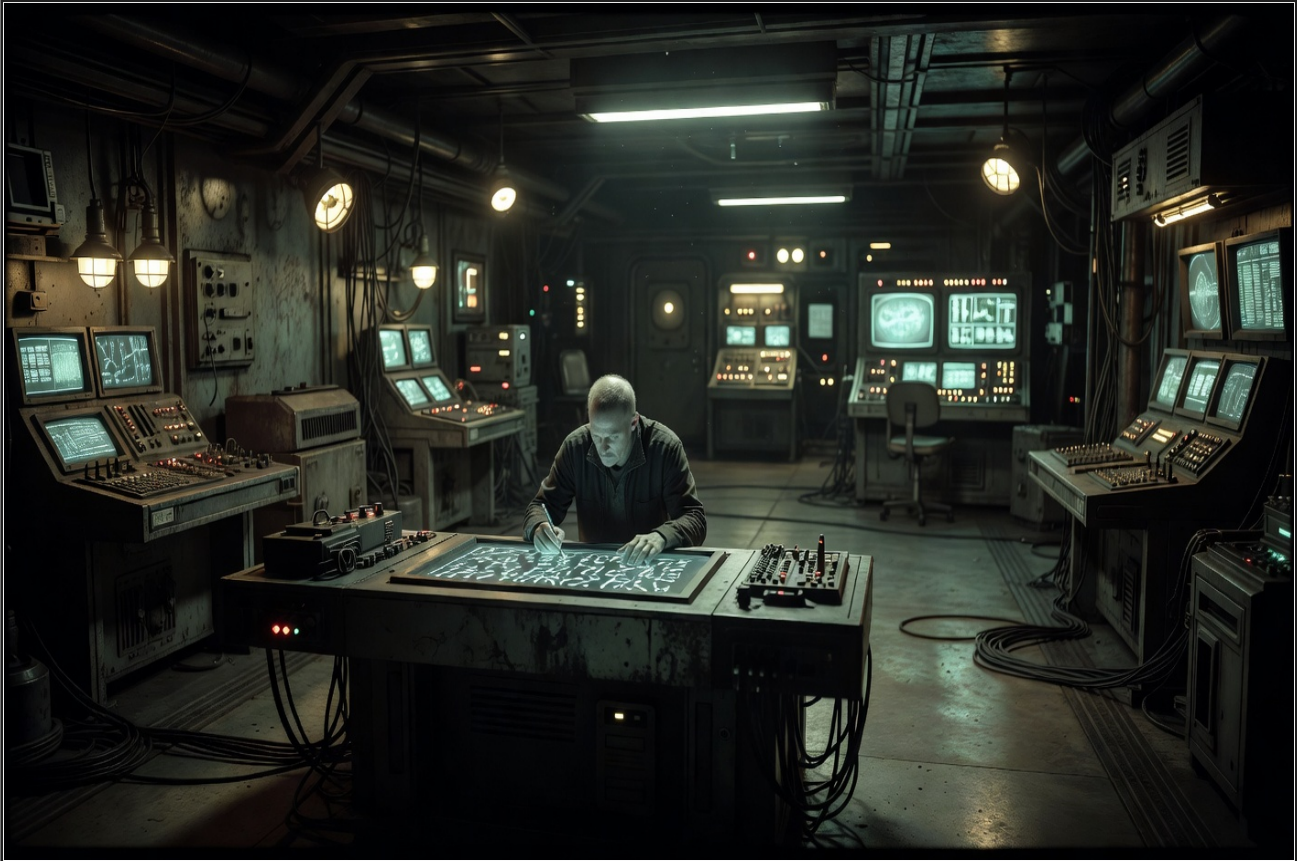


FRAME 18



STORYBOARD

FRAME 19



FRAME 20



STORYBOARD

FRAME 21



FRAME 22



STORYBOARD

FRAME 23



FRAME 24



STORYBOARD

FRAME 25



FRAME 26



STORYBOARD

FRAME 27



FRAME 28



STORYBOARD

FRAME 29



FRAME 30



STORYBOARD

FRAME 31



FRAME 32



STORYBOARD

FRAME 33



FRAME 34



STORYBOARD

FRAME 35



FRAME 36



STORYBOARD

FRAME 37



FRAME 38

