

SAHTEL
Stsenaariumite andmebaas

Esildis

PEALKIRI	BLOOP
Autor	Henryk Johan Novod
Formaat	Täispikk mängufilm
Pikkus	100 minutit
Sihtgrupp	12+ mehed, naised
Žanr	Draama, õudusfilm, fantaasia, põnevik
Reklaamlause	Cthulhu, lase paista oma pale!
Lühikokkuvõte (logline)	Juba 50 aastat on üksildane majakavalvur tulutult viinud läbi rituaali, et kosmiline deemon Cthulhu meie maailma kutsuda, kuid just siis, kui ta on igasuguse lootuse lõplikult maha kandnud, muutub kogu tema elu.
Sünopsis	<p>80-aastane majakavalvur Gustav on kogu oma elu üksildases majakas elanud, oodates Suure Muistse Cthulhu tulekut, kuid senimaani täiesti tulutult. Gustav kuulub iidsesse sekti, mille liikmed on ohverdanud oma elu selle nimel, et maailmade hävitajast iidne kosmiline deemon Cthulhu meie maailma kutsuda. Gustav on juba 50 aastat läbi viinud Cthulhu kutsumise rituaali, kuid tänaseni ei ole ürgne deemon kordagi kutsele vastanud. Nüüd on ülimalt pühendunud sekti liige igasuguse lootuse maha kandnud ning rituaal on tema jaoks muutunud iga-aastaseks tüütuks argitoimetuseks.</p> <p>50 aasta pikkune tsükkkel on lõppemas juba mõne kuu pärast. Olles kõik need aastad end maailmast ära lõiganud ja omamata ühtegi inimlikku kontakti, on Gustavist saanud nii ennast kui ka kõiki teisi vihkav vanamees, kelle ainsaks kaaslaseks on väike koerake.</p> <p>Valmistudes viimaseks rituaaliks ja lootes, et tema armetu elu leiab lõpuks oma õnnetu lõpu, kohtub Gustav väga halvas seisus noore naisega, kes hädasti pelgupaika vajab. Vastu tahtmist pakubki Gustav talle kaitset ja varju, kuid juba õige pea taipab ta, et just selle naisega kohtumine tuletab talle meelde, kuivõrd võimas võib olla inimlik kontakt.</p> <p>Üle pika aja end taas inimesena tundes, teeb Gustav läbi viimase Cthulhu kutsumise rituaali, teades, et vastust niikuinii ei tule, kuid seekord Suur Muistne vastab kutsele. Nüüd peab Gustav otsustama, kas maailmade hävitaja meie maailma tuua või säästa inimkond tänu ühele tundmatule naisele, kes näitas talle, et elu on siiski elamist väär.</p>
Teemad / märksõnad	Kosmiline horror, H.P. Lovecraft, eneseohverdus, armastus, usk, lootus, sekt.
Visuaalne materjal	Ankeedi viimastel lehekülgedel on välja toodud <i>concept art</i> , mis iseloomustavad filmi visuaalset külge.
Viited	H.P. Lovecrafti looming. Mängufilmid "The Endless", "The Mist", "Annihilation", "Take Shelter" ja videomängud "Dear Esther", "The Vanishing of Ethan Carter", "The Old City: Leviathan".

Projekti staadium	Plot outline, treatment valmimisel
Autori kaassõna	Film on inspireeritud sügaval ooceanis salvestatud helist, millele pandi nimeks Bloop. See on ülimadal heli, mis salvestati 1997. aastal. Spekuleeriti, et heli loojaks on tohutu suur loom, kuid 2012. aastaks tehti kindlaks, et heli tekitajaks oli liustike liikumine.
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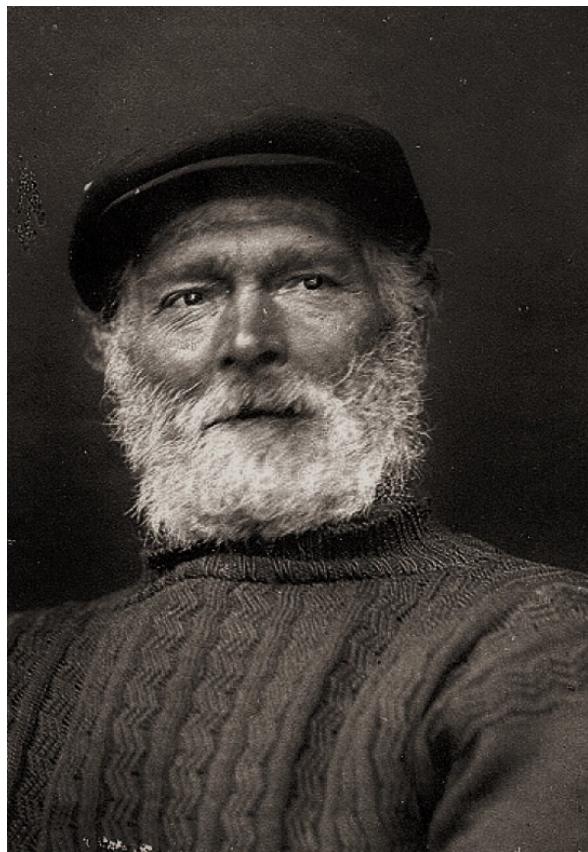
In English

Title	BLOOP
Author(s)	Henryk Johan Novod
Format	Feature film
Genre	Drama, horror, fantasy, thriller
Tagline	Let The Great Old One in your heart
Logline	For 50 years a lonely lighthouse keeper has been performing a fruitless ritual to invite The Great Cthulhu to our world, but everything changes when he finally gives up any hope for it to answer his call.
Synopsis	<p>For the past 50 years now an 80-year-old lighthouse keeper Gustav has been living all alone in a lighthouse performing a ritual to invite The Great Cthulhu to our world. Gustav is part of the secret Cult of Cthulhu which for hundred of years have tried to summon an ancient demon god Cthulhu for it to destroy our world and transform it to a new paradise. Gustav is one of the cult members whose sole purpose is to live like a monk in one place for 50 years and performing one specific invitation ritual.</p> <p>The 50 year long cycle is now almost complete. Gustav has changed into a bitter old man who doesn't believe in Cthulhu any more, because for all of this time the invitation ritual has been completely fruitless. In his heart he knows that he made a grave mistake: there is no Cthulhu, there never was and never will be. He has been all alone with no contact with the outside world. He has grown to hate himself and everybody else. In his desperation his only solace is his little dog.</p> <p>While preparing for the final ritual and hoping that his miserable life will end as soon as possible, Gustav's quiet life is interrupted by a young woman who is in a very bad condition. She seeks asylum and Gustav reluctantly allows her to enter to his lonely lighthouse. Slowly getting to know the woman, Gustav is reminded what a powerful life affirming effect a human connection has if you open yourself to the world. For the first time in forever, Gustav feels alive and happy again.</p> <p>Knowing that the so-called Great Cthulhu doesn't respond to his calls and it might not even exist anyway, he performs the final ritual</p>

	to end the 50 year cycle and be a free man again. This time Cthulhu answers Gustav's invitation and now Gustav is on the brink of desperation. He must decide whether he will bring The Great Cthulhu, the destroyer of the worlds, into our world or will he abandon everything he has ever believed in because of a encounter with a young woman who has shown him that life as we know it is still worth living.
Visual Material	On the last pages of the document there is a selection of concept art that gives a glimpse of the film's visual world.
Stage of Project	Plot outline, treatment in progress
Author's Notes	The story is inspired by Bloop, an ultra-low-frequency and extremely powerful underwater sound that was detected in year 1997. It was speculated that the sound was consistent with large marine animals, but year 2012, it was confirmed that the sound is consistent with noises from glacial movements.
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Allikas/source: <http://gagarin-smiles-anyway.tumblr.com/post/164479233210/aniva-lighthouse-sakhalin-island-russian-far>



Allikas/Source: <http://letthemysterybe.tumblr.com/post/75274038109/lighthouse-keeper>



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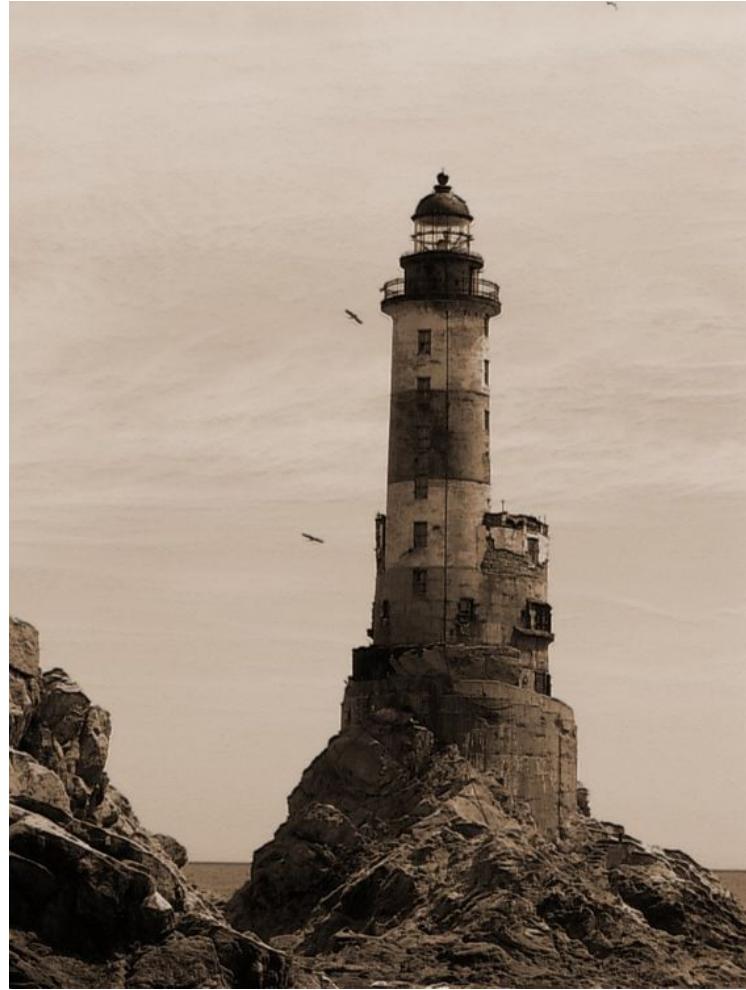
Allikas/source: <https://www.deviantart.com/tentaclesandteeth/art/Pirate-Cthulhu-Cover-Sketch-2-676863537>



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