

THE ARK

a Sci-Fi audio drama by M. Louis Gordon and
the Silver Podcast Network

HEAR THE TEASER



LOGLINE

When a technocratic society living underground employs eugenics to ensure humanity's survival on a devastated Earth, a biologist and a software engineer have only one hope of raising a child of their own: upload their fetus to a computer simulation.



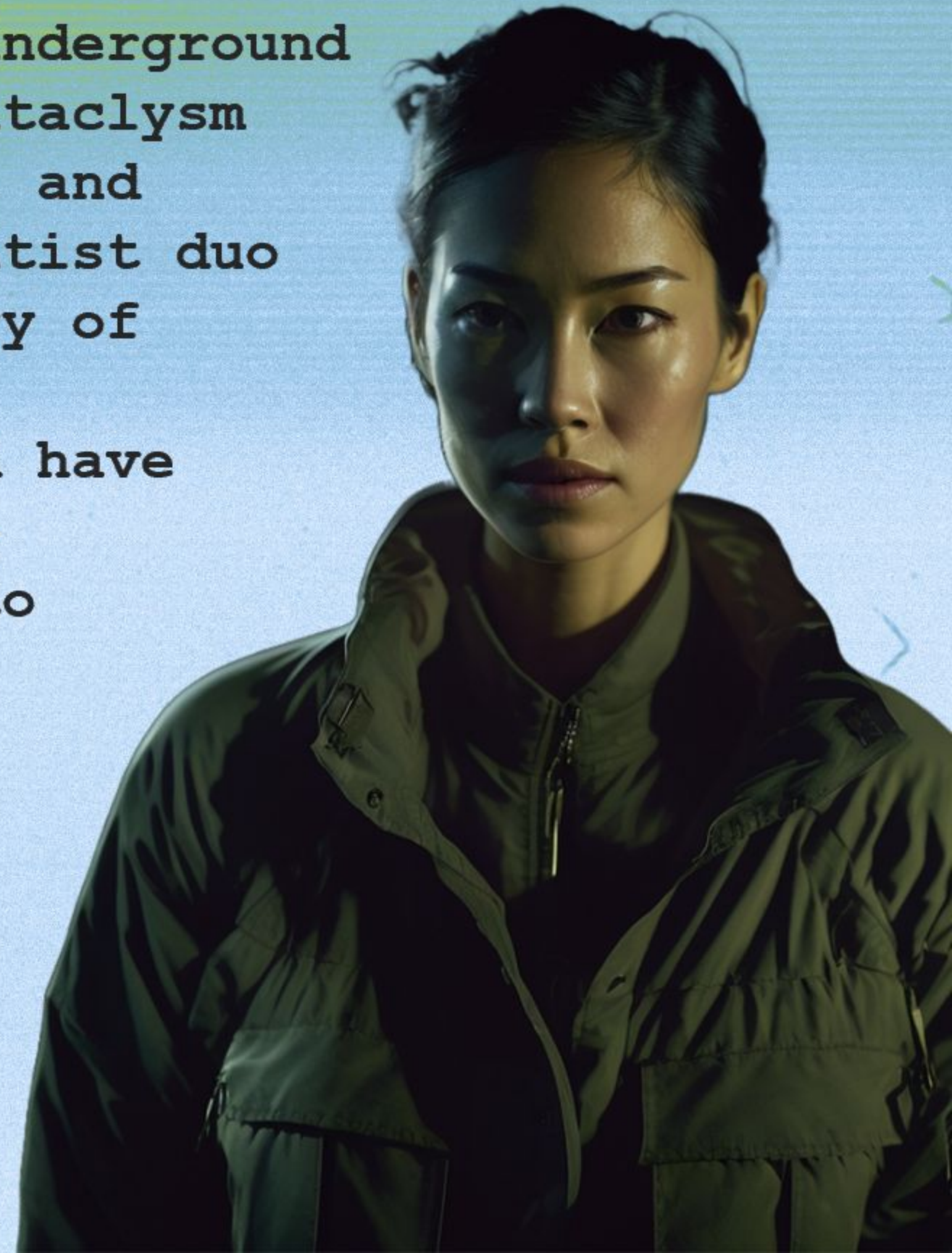


ABOUT

THE ARK is a 10-part scripted audio series about a family formed in the wake of a global calamity, and how their only hope of sticking together lies in a total reconception of their world. It's a dark, visceral hard sci-fi about grief, hope, parenthood, and survival, and balances theological undertones and solarpunk discourse within the tragic, funny, loving and brutal moments of family drama.

SYNOPSIS 1/3

Nora and Rafael live in a Shelter, one of many underground refugee cities formed in the wake of a global cataclysm that rendered the Earth's surface uninhabitable, and obliterated all natural life upon it. This scientist duo have tasked themselves with preserving the memory of nature through an elaborate computer wildlife simulation. They are also expectant parents, and have just received a dire prognosis: authorities have denied them the right to bring their pregnancy to term, or to ever procreate again. With their marriage tearing at the seams, they must choose whether to comply to protect their simulation, or risk everything to have their child in secret. Then, an outlandish compromise sets them on a path toward parenthood neither of them are ready for.



SYNOPSIS 2/3

The couple raises a digital child from toddler to teenhood. Nora struggles to reconcile her grief, identity as a mother, and idea of what makes a human. Her reluctance to parent her child Han leaves Rafael a single father who navigates a prickly reunion with his sister Alison, a computer genius whose skill made Han's transfer from physical body to digital bytes a reality. Alison has obliged Rafael to return her favor by licensing their simulation to her military employers, a Faustian bargain, but the only way to ensure the processing power to keep his child alive.



SYNOPSIS 3/3

We'll follow Han at different stages of childhood and adolescence, navigating latchkey detachment from their parents' chronic absences, curiosity and danger when Rafael forbids them from exploring ecosystems in the sim, and their own ontology as the sole "digital person" in existence. Their world is thrown open when, in the sim, they find a backdoor to the internet and learn the truth of what happened to the Earth outside. When Nora admits she cannot accept Han as a real person, Han will find a surrogate mother in Gale Fellows, a kooky middle-aged web personality who turns out to be the leader of a dangerous doomsday cult preaching the "ascension" of all humanity into the metaverse.



CONCEPT

The days of the radioplay are over. The era of the audiodrama is here. No longer are actors standing still, delivering their lines to static microphones. We're following in the footsteps of Fred Greenhalgh's *The Cleanse* (Realm), Panoply's *Life/After* and Marvel's *Wolverine: The Long Night*. We've taken the mics off their stands to follow the actors around the scene, both on location and in studio, bringing cinematic realism to their performances. Spatial audio recording puts the listener in the room, and visceral sound design doesn't just tell the story, but illustrates the world our characters live in. Binaural mixing techniques create a fully immersive headphone experience. This is truly like a movie for your ears.

Listen to the Proof of Concept



COMPARABLE PROJECTS



CHARACTERS 1/3

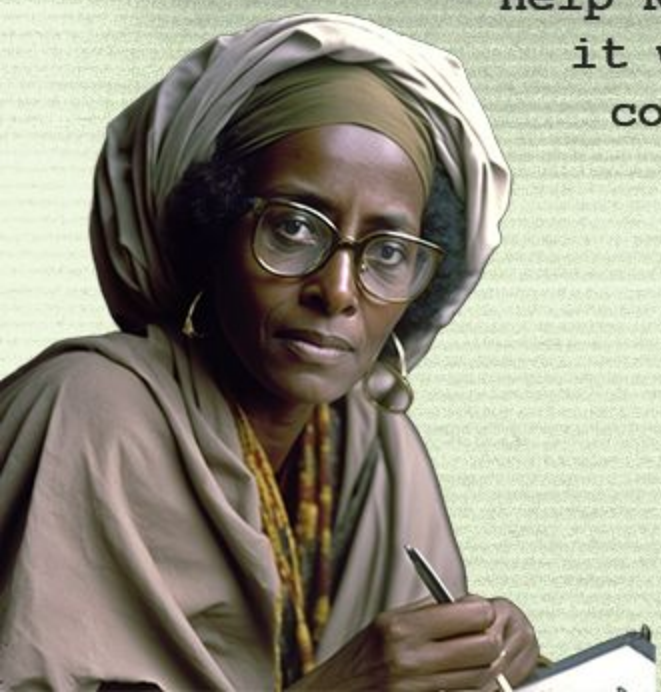
Nora (35) // Once a conservation ecologist, Nora is now underemployed as an agro-engineering lab grunt. She is so attuned to nature and the emotional lives of wild animals that she can hardly relate to the human world. Now, with all wildlife a thing of the past, she holds on to Rafael's simulation as the last scrap of wilderness she can connect to. It's a dangerous drug, spiraling her into a pit of trauma and denial. She resolves to leave their work behind and embrace the only life-giving she still sees as possible: ...her own motherhood.

Rafael (37) // Before the exodus, Rafael was a programmer developing VR video games. It's with those skills and technologies that he means to preserve the memory of the natural world in the form of a simulation. He considers it his only means of redemption from a deep moral scar in his family, and he is so dedicated to this mission that it becomes the litmus test for all of his relationships, including his marriage. When he encodes his child into the simulation, it is his false sacrifice to Nora.



CHARACTERS 2/3

Olive (70s) // Olive is not her real name. And she insists never to know the names of her clients. She's a black market midwife, serving couples who would never gain a pregnancy permit in their Shelter. If the authorities won't let you have a child, she will happily see you through the process, from discreetly disabling your compulsory IUD to delivering your baby. But if you're already pregnant and have a termination order, you can forget ever stepping foot in her clinic. Despite her rules, she agrees to help Nora and Rafael, but it will come at a major cost.



Alison // Far eclipsing her brother Rafael's achievements, she hacked her way into top cyberintelligence groups at a young age, and now holds a high rank in the military. It's with this office that she left her own parents to die in order to save the greater populace during the great exodus. Rafael never forgave her for it. Now she's stuck between two goals: rebuilding a relationship with him, and enacting the interests of her superiors, who want control over Rafael's sim technology. She will remain a gray character throughout the season.



Examiner Sweetwater // He's the rough, tough, cowboy Captain of an elite force in the Shelter's constabulary, something between a detective and a mafioso. He's a mad sherrif, inquiring about possible crimes committed and threatening civilians into vigilance against their peers; a puppet master and wildcard, pulling strings throughout the police force, always knowing exactly what to say to hamstringing both suspect and witness. He never, ever appears except over the phone.



CHARACTERS 3/3

Han // We get to know Han early in their childhood, when they long after their preoccupied and inattentive parents who live in the ostensive "outside" world. With Nora's prolonged absences and Rafael's preoccupation with nothing past running tests in the sim, Han starts to grow latchkey. Their life is truly shattered when they discover painful evidence for the world outside the simulation, and they overhear their mother's outright rejection of Han's humanity. Seeing themselves hitherto as nothing but personless code, Han enters adolescence with reckless abandon, until they find nurturing and purpose in their "adoptive" mother, Gale Fellows. They then become willing to make terrible sacrifices for Gale's zealous cause.



Gale Fellows // Gale embodies the extreme of Rafael's vision. To her, the computer simulation is not just a memory tool, it's an afterlife. She has formed a theology of a digital heaven, born of her grief over the children she lost during the exodus underground, and has amassed quite the cult following. She appears first as Han's harmless internet buddy, but slowly becomes something of a surrogate mother to them. When she realizes what exactly Han is--a digital person--her wildest fantasies seem proven true, and she will use her influence over Han in an unceasing effort to thrust that fantasy upon all humanity, whether they like it or not.



WRITER & DIRECTOR



M. LOUIS GORDON built a career in production sound and sound design, working on projects with Fred Armisen, Anna Gunn, Johnny Knoxville and Sherilyn Fenn; countless short films, indie features, commercials and industrials; and non-fiction content for The CW, Al Jazeera, and Viceland. While making a living in sound, he produced the Outfest-premiering short film *Dressed as Girl*, and co-directed the sketch comedy pilot *Hot Snacks*, which made the rounds at Series Fest and other venues garnering numerous awards.

Since then, he has ventured into the world of audio storytelling, editing and designing sound for History Channel's *History This Week* podcast, and producing the documentary miniseries *Heretic in the House*, which topped the Apple charts in its category within two weeks of being released.

As an independent creator, Louis has always held a penchant for the dark with the humorous; the surreal with the scientific. *The Ark* is his sophomore writing/directing endeavor, with his first - the dreamish, operatic short film *Girl in the Chair* - nabbing a Student Academy Award nomination. He holds a Bachelors in Fine Arts from NYU's Tisch School of Film and Television.

THE TEAM 1/3



ADRIANA CAMPOY (Co-Writer) - Adriana is a writer based in Southern California. She holds an MFA in Poetry from the University of Washington in Seattle and an MPhil in Medieval and Renaissance Literature from the University of Cambridge. She co-wrote the screenplay for *People are Becoming Clouds*, a short film that premiered at the Toronto International Film Festival and was featured in "The Screening Room" of The New Yorker.

ROBIN OGDEN (Composer) - Robin is a composer for games and visual media, self confessed tape loop splicer, spring reverb tickler, and harbinger of imagined soundtracks for films that don't exist. His work is grounded in a lifelong love affair with sound, whether produced from wonky analog synthesizers of yester-decades, contact microphones, or strange and wonderful handmade instruments. His music can be found in the award winning indie games *Actual Sunlight*, *This Is The Police I & II*, and *Hacknet: Labyrinths*; HBO's *Vice Principals*, Fangoria's *Hollydoom*, Josan Gonzalez's *The Future Is Now* series, and he was an audio consultant for the BBC's first VR experience, *Easter Rising: Voice of a Rebel*.



CORY CHOY (Executive Producer) - As a founding member of Silver Sound, Emmy Award winner Cory Choy has been pushing the audio limits since 2003. As a sound mixer, he crisscrossed the globe with the likes of director and activist Iara Lee, explorer and TV host Richard Wiese, and trouble-and-movie-maker Andrew Wonder; he has been supervising sound designer for horror legend Lloyd Kaufman and actor/director Peter Vack, and was an adjunct professor of Sound Design at Brooklyn College. As a director and producer, his work has premiered at the Tribeca Audio Storytelling Showcase, and he has supervised tentpole projects for Google, Gimlet, ABC, Al-Jazeera, and more.

THE TEAM 2/3



SULIYA GISELE (Producer) - Suliya is a freelance creative producer and director working on fashion campaigns, branded content, and commercials. Gisele is also a screenwriter and poet, and intersects the two into her screenplays and directorial work, which can be seen in her short film *Sisters* (2022) which is a visual poem meant to uplift Black women. Her thesis film *Chrysanthemum* (2020) has debuted in film festivals around the world, such as the Cannes Film Awards, Female Eye Film Festival, and London Best Director Film Festival. Gisele has won awards from the National Board of Review, Imagine This: Women's Film Festival, and Brooklyn College Film Festival.

HARRY BAINBRIDGE (Producer, Voice of Examiner Sweetwater) - as a producer and actor, Harry has been shaping stories for over a decade. He grew up between Washington, DC and Connecticut. Raised on The Birdcage, African hand drumming, and Cajun food, he eventually wound up in New York City in 2009 to accommodate his eclectic spirit. After graduating from NYU Film School in 2011, he decided to study acting under physical drama and clown professor Christofer Bayes of Julliard and Yale. After continued study under other professors such as Olympia Dukakis and Jim Calder, Harry has performed off-off-Broadway at the 13th Street Rep. Theatre, Columbia University, and the JACK performance space.



THE TEAM 3/3



TOM FAMA (Sound Recordist) - Tom is the studio manager at Silver Sound, overseeing daily operations to ensure smooth project execution. After graduating from NYU Tisch School of the arts, Tom honed his audio expertise as a rental technician at Gotham Sound, enhancing his industry knowledge and skill set as an audio professional. He is also a location sound recordist who has had the privilege of working with clients such as Rolling Stone, Neon Rated, and Broadway's Phantom of the Opera, as well as recording artists like Arctic Monkeys, Natalie Merchant, and Ike Reilly.

LUKE ALLEN (Sound Design) - Luke is a Los Angeles based composer, sound designer, and audio engineer. A founding member of Silver Sound, Luke has lent his ear to a wide range of productions since 2005. He is the principal composer and sound designer for the seminal modern audio drama series *The Leviathan Chronicles* and its spinoff shows *The Invenios Expeitions* and *The Rapsallion Agency*, winner of Best Audio Fiction at the Indie Series Awards 2023 and Outstanding Science Fiction at NJ Web Fest 2023. Luke has also worked extensively in the AR/VR space including Jessica Brillhart's *Beethoven's Fifth* (SXSW 2018) and Graham Sack's *Lincoln in the Bardo* (New York Times).



TARCISIO LONGOBARDI (Sound Design) - Born in Italy, Tarcisio commenced his exploration of sound sampling as a young adolescent. Following his formal education in Computer Engineering, he made a bold leap in 2013, relocating to New York to pursue a career in the audio industry. With a decade's worth of experience under his belt, he's refined his proficiency in production sound mixing and sound design, collaborating with acclaimed production companies and high-profile brands.

THANK YOU!



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