

Scower

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Genre

Superhero/science fiction

Theme

Friendship, perseverance

Character Descriptions

1. PARK

- Young adult superhero (early 20s).
- Athletic build with a modern superhero suit featuring armored accents.
- Dark hair kept short and slightly messy.
- Costume is heavily damaged throughout the story with tears, scratches, bruises, and dried blood.
- Expressive eyes that communicate determination despite exhaustion.

2. ENTITY

- Tall, imposing humanoid figure.
 - Wears sleek black-and-silver armor that remains completely undamaged.
 - Calm, emotionless demeanor.
 - Always hovers above others to reinforce superiority.
 - Speaks with absolute confidence and little emotion.
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PAGE ONE

Panel 1 - Extreme Wide Establishing Shot

A vast expanse of empty space fills the panel. Countless stars scatter across the black background. Near the center, almost insignificant against the immense void, a lone human figure drifts silently.

The emptiness should dwarf the hero and immediately establish isolation.

Caption

Somewhere in the depths of space...

Note

Aspect-to-aspect transition establishing atmosphere before introducing action.

Panel 2 - Long Shot

The camera slowly moves closer to reveal the drifting figure is **PARK**.

He floats unconscious in zero gravity.

His superhero costume is badly torn.

Visible bruises, scratches, dried blood, and ripped gloves show the aftermath of a brutal battle.

The silence of space dominates the panel.

Panel 3 - Extreme Close-Up

Only Park's face fills the panel.

His eyes remain shut while his facial muscles stay tense, suggesting the trauma of recent events.

The panel border itself softly fades to signal the transition into memory.

Note

Scene-to-scene transition using dissolving panel borders to visually indicate a flashback.

PAGE TWO

Panel 4 - Wide Establishing Shot

The flashback begins.

A once-thriving city skyline burns beneath thick clouds of smoke.

Several skyscrapers have partially collapsed.

The sky glows orange and crimson from surrounding fires while ash drifts through the air.

Emergency lights flicker throughout the ruined streets.

Caption

Earth – Three Hours Earlier

PAGE THREE

Panel 5 - Centred Medium Shot

Street-level perspective looking upward.

Park hovers in the air and is descending to the ground below between damaged skyscrapers.

Orange hue with smoke all around in the background to represent destruction, fire, devastation.

Panel 6 - Low Angle Centred Medium/Close-Up

Park lands on the broken pavement ground with grace.

Background remains the same with the orange hue encompassing the destroyed city buildings.

Panel 7 - Close-Up Side Profile Shot

Viewing the side profile of Park close-up to see his scratches and other wounds from his shoulders (upper torso) and above.

An exhausted look on Park's face with his gaze looking off to the distance, as if he's disheartened by what he sees.

Grey clouds with the orange hue in the background to contrast the destruction to a more solemn and defeated tone.

Panel 8 & 9 - Enclosed Distance Shot of Surroundings

From the point of view of Park's eyes, and what he's currently seeing ahead of him.

He sees his superhero friends lying unconscious on the broken up, rubble and concrete floor. 4 distinct heroes lay there, all with multicoloured costumes.

Panel 10 - Medium Upper Body Level Shot

The antagonist known as "Entity" stands opposite of Park in the distance (surrounded by other burning buildings) and stares at him, expressionless.

His figure is towering, cold, and confident.

He wears a full Black jumpsuit and mask, with no discernable features other than his stature.

PAGE FOUR

Panel 11 - Close-Up Low Angle

Viewed from below, Entity appears towering and dominant. Contrasted with a tall burning building in the background.

His armor remains perfectly clean, contrasting Park's battered appearance.

His expression is calm and almost disappointed.

ENTITY

"Enough, Park. You know you never stood a chance."

Panel 12 - Dynamic Low Angle Shot

Viewed from behind Park.

Park clenches both fists and lowers into a fighting stance.

Entity floats several metres overhead, reinforcing the imbalance of power.

ENTITY

“It's not too late to join my takeover of the world if you give up now. You're fighting for such feeble beings. I don't see why this is worth so much to you.”

Panel 13 - Medium Left Focus Shot

Park stands firmly on the ground while Entity remains suspended high above.

Negative space between them visually emphasizes both physical and ideological separation.

Park stares upward without fear.

PARK

“That's the problem. You never saw what I saw. You haven't lived as I have. My friends around me are reason enough to never join your side.”

“My strength comes from them, because they taught me more about being a hero than you ever could!”

FOUR

Panel 14 - Impact Close-Up

Entity looks downward with complete confidence.

The background no longer shows the destroyed city. It's a deep black like the emptiness and sheer cold of space that the comic started with. It emphasizes the seriousness of Entity's words.

His posture remains perfectly relaxed.

A brief pause hangs in the air before he speaks.

ENTITY

“Okay...

Then show me.”

PAGE FIVE

Panel 15 - Lagging Shot

Park launches upward toward Entity.

Perspective exaggerates his speed.

Motion lines encompass him.

His fist is pulled back, ready to strike with every ounce of remaining strength.

The city blurs beneath them.

PARK

“HAAAAAAAAA!!”

SFX

FWOOSH!

Panel 16 - Medium Torso Shot

Entity effortlessly slips beneath Park's punch with only a slight movement.

Park's momentum carries him forward.

Entity barely appears to move.

Entity flicks his hand in an effortless way and sends Park into orbit.

SFX

SWISH

Panel 17 - Distanced Low to Medium Shot

Park's body is not discernable in this shot as to show how far he was sent from the strike.

A blue/white streak follows his path through the orange hue of the city, emphasizing speed and force.

Heavy impact lines emphasize the strike.

Panel 18 - Panoramic Wide View

Park is launched away from Earth.

His body (see from behind) contrasts the size of the Earth in the distance to show just how powerful Entity is and how much power he used on that strike.

A long speed trail follows him from the city (Earth in this shot) into space.

He appears completely unconscious.

PAGE SIX

Panel 19 - Panoramic Wide View

The composition mirrors Page One, Panel One.

Park once again floats silently through space.

A silhouette of Park with no immediate details is all we see.

This repeated visual creates a sense of closure as readers recognize the return to the opening moment.

Panel 20 - Epic Wide Shot

Park remains unconscious.

Ghostly apparitions of his defeated (not deceased) superhero teammates gradually surround him.

They appear semi-transparent with a faint white glow, representing memories rather than literal ghosts.

The warmth of the apparitions contrasts against the cold emptiness of space.

Their dialogue may be placed in faded speech balloons or caption-style lettering.

APPARITIONS/MEMORIES

“Go, Park.”

“Make us proud.”

“You can't lose to this chump.”

“Hurry up, Park. I'm still waiting for our rematch.”

“We taught you all you know...”

Panel 21 - Extreme Close-Up

Park's eyes suddenly snap open.

The stars reflect faintly within his pupils.

Deep wounds from the impact made by Entity remain on him with a deep blood red colour.

The background shows no stars, just black and empty as he is in space.

He gasps deeply as he awakes.

PARK

“Huuh!”

Panel 22 - Extreme Close-Up

The framing remains identical.

Only Park's expression changes.

His eyebrows narrow.

His determination replaces fear.

PARK

“No more.”

Caption

To Be Continued...

END