

M I N I - B I B L E

FORBIDDEN CAVE

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Short Film Introduction

Type: Psychological horror, 3D renders 2D

Duration: 10 minutes

Inspiration source: Baudelaire's poem "The Flower of Evil"

Pitch

----‘ Forbidden Cave ’



Eileen, as an explorer, accidentally got separated from her teammates in the dead of night. She accidentally stepped into a mysterious cave and, after passing through it, unexpectedly found herself in another world. This place exudes an eerie atmosphere everywhere... What will she encounter here?

This film will employ 3D-to-2D rendering technology, combining hand-drawn style with digital technology. "The animations draw upon the capacity of analogue elements to immerse the viewer in a sense of warmth and tactility, while digital strategies further extend the potentialities of facial expression, animated movement, camera angles and set design, and thereby bring the cinematography closer to that of the live-action film. "(Harris, 2021, p. 41-58)

PREMISE

Logline: A female explorer, after mistakenly entering a forbidden cave and picking mysterious flowers, was drawn into a strange otherworld. She struggled to survive in the pursuit of terrifying monsters and finally managed to escape, only to find that reality and nightmares had long been intertwined.

The beginning

On a stormy night, the female explorer Eileen got separated from her teammate Mick in the mountains and forests. In search of a shelter from the wind, Eileen followed the mysterious blue light and arrived at a forgotten abandoned cave. The stone tablet at the entrance of the cave is engraved with obscure taboo legends, warning of the fate of those who enter without permission. Ignoring the warnings, she entered the cave, picked a strange "flower of evil fruit", but accidentally opened the door to another world and was trapped in a distorted, strange and illusory other world.

In the middle

In the other world, Eileen was targeted by the terrifying and mysterious monster "Mirror Artist". This humanoid monster has a terrifying large mouth and protruding eyes. It seems to be the embodiment of a curse in the cave, specializing in hunting down those who seize the flower of evil fruits. Eileen, in fear, traversed various eerie Spaces in the otherworld and gradually discovered that the mirror image was afraid of the flower of the evil fruit itself. During her escape, she entered an ancient altar and decided to sacrifice the flowers in a broken mirror. The mirror image was eliminated in the blinding light, and the otherworld collapsed.

The end

Eileen suddenly woke up in the cave in the early morning, as if everything were just a dream. Her walkie-talkie dropped to the ground, and Mick's anxious call came - he had reached the coordinates she gave, but couldn't find the cave at all. When Irene left, the entrance to the cave had vanished. The totem of the flower of evil fruit on the stone tablet flickered slightly in the sunlight and then fell silent. She was plunged into confusion and fear, not knowing whether she had experienced a real nightmare or her fate had been rewritten forever.

Eileen

Identity: Explorer

Age: The second half of 20 years old

Physical Descriptions:

Dark brown short hair, slightly messy, convenient for movement. Short T-shirt and shorts paired with an outdoor jacket, light and practical. There is a mechanical knee pad on the left knee, which is an injury left from the last expedition. Carry a hiking backpack and wear wear-resistant leather boots.

Personality traits:

Calm, curious and cautious, exploratory spirit, independent

Characteristics:

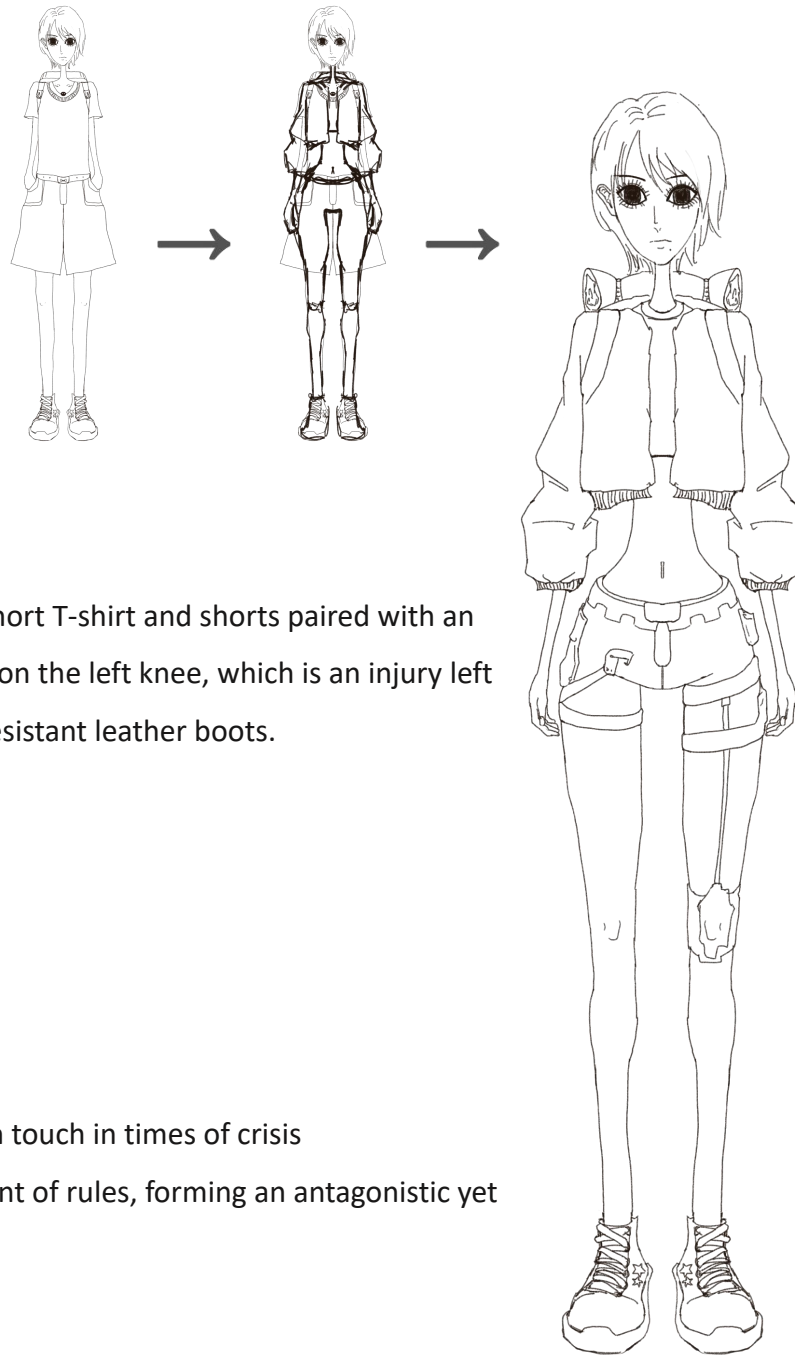
Introverted, good at observing and advocating freedom

A strong heart makes one not easily defeated by fear

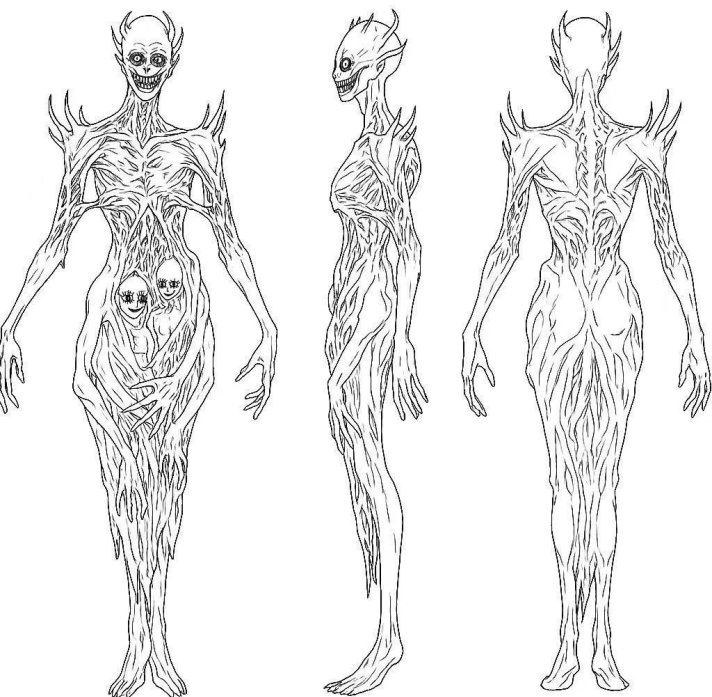
Relationships with other characters:

Mick: Adventure teammates, trusting each other, always keeping in touch in times of crisis

Mirror Shadow: A monster from another world and the embodiment of rules, forming an antagonistic yet symbolic interaction with Irene



EILEEN
Character
Introduction



Identity: Guardian of a monster from another world/Forbidden Flower

Physical Descriptions:

A tall and extremely distorted human figure, with slender limbs, protruding eyes that almost protrude from the eye sockets, a huge grin, and overlapping teeth.

Personality traits:

Heartless, intelligent

Characteristics:

Extreme domain awareness Relationships with other characters:

Eileen: In the short film, she is the main antagonist. Eventually, Eileen "quelled" the pursuit of the mirror image by her act of returning.

Mirror Shadow Character Introduction





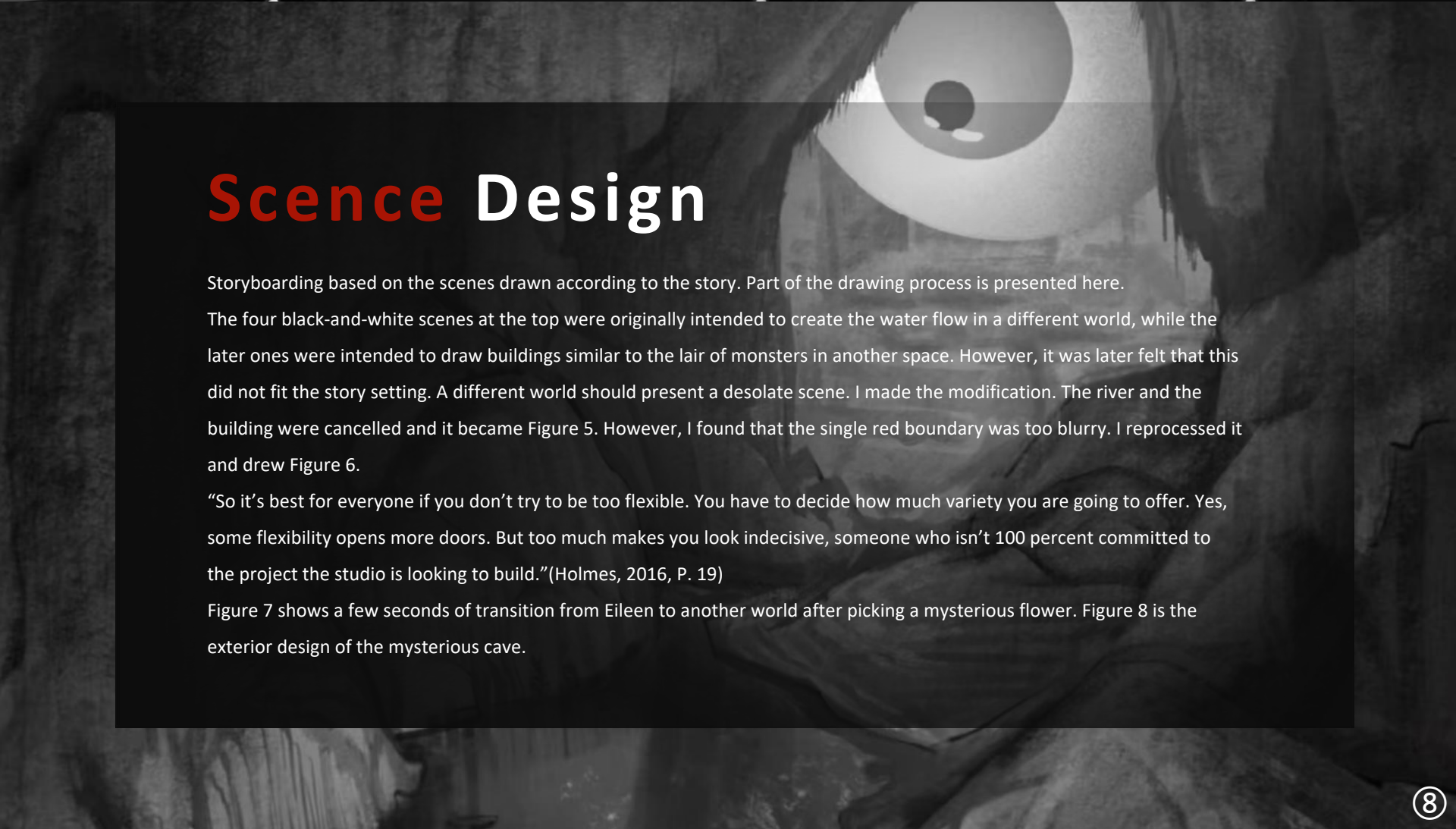
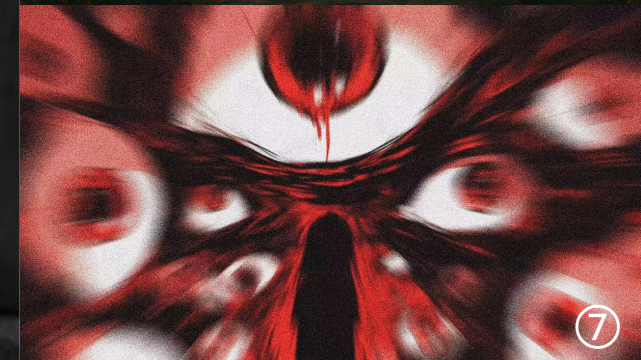
Scence Design

Storyboarding based on the scenes drawn according to the story. Part of the drawing process is presented here.

The four black-and-white scenes at the top were originally intended to create the water flow in a different world, while the later ones were intended to draw buildings similar to the lair of monsters in another space. However, it was later felt that this did not fit the story setting. A different world should present a desolate scene. I made the modification. The river and the building were cancelled and it became Figure 5. However, I found that the single red boundary was too blurry. I reprocessed it and drew Figure 6.

“So it’s best for everyone if you don’t try to be too flexible. You have to decide how much variety you are going to offer. Yes, some flexibility opens more doors. But too much makes you look indecisive, someone who isn’t 100 percent committed to the project the studio is looking to build.”(Holmes, 2016, P. 19)

Figure 7 shows a few seconds of transition from Eileen to another world after picking a mysterious flower. Figure 8 is the exterior design of the mysterious cave.



TITLE: STORY BOARD — 'Forbidden Cave'PAGE: 1

walking on the Road

Talking to Mike

① Pass by the store tablet

Walk into the cav

picking flower

It seems that the surrounding environment changed in an instant.

Enter another world

Walk inside

Something licking her face....

run away

Blurred vision

BOARDS storyboard Template

Create Storyboards Online at [Boards.com](#)

“Feature films can take a long time to complete if their story problems are not worked out at the beginning of production.”(Beiman,2017,p.184)

Therefore, the storyboard is a very important part. If the storyboard is perfected, the final product will not be bad

Storyboard

Script(A)

The word version is in the shared folder of Teams'Jiayue HE'



FADE IN:

EXT. MOUNTAIN FOREST TRAIL – NIGHT

Thick fog swirls between trees under a cloud-covered moon.
A lone FEMALE EXPLORER, EILEEN, treks through the muddy path with a heavy backpack. She looks exhausted but determined.

EILEEN

(murmuring) Gotta find somewhere to spend the night...

She pulls out a walkie-talkie.

EILEEN

Mick, we got separated... I'm near the old northern forest path. There's a marked point on the map-might be a cave. I'll check it out and wait for you there.

MICK (V.O.)

Copy that, Eileen. Be careful.

She turns off the walkie-talkie and walks toward a faint blue glow.

EXT. CAVE ENTRANCE – NIGHT

An abandoned cave, overgrown with vines. A weathered stone tablet stands at the entrance, nearly illegible. Blue light softly glows from within.

Eileen crouches to inspect the tablet. Faint ancient symbols and totems are visible.

EILEEN

(quietly) This says... 'Forbidden CAVE'?

She pulls out a stack of old papers from her backpack, flipping to a yellowed folk legend page. A flower identical to one in the cave is drawn there.

EILEEN

(reading) 'In the deep forest lies a sacrificial cave. When the cursed bloom blossoms, the gate between worlds opens. He who takes the flower will be hunted by the Mirror Wraith.'

EILEEN

(to herself) A folk tale? How fitting...

She hesitates, then shines her flashlight into the cave.

EILEEN

(to herself) Might as well take a look... At least it's shelter.

She takes a deep breath and enters the cave.

INT. CAVE INTERIOR – CONTINUOUS

The cave is cold and damp. Moss and ancient carvings cover the walls. Strange bioluminescent plants line the rocks—one flower glows faintly, pulsing like it's breathing.

Eileen crouches to examine the flower.

EILEEN

(softly) Never seen a plant like this...

She gently cuts the flower and places it in a specimen box. Suddenly, the air grows thick. The ground begins to tremble.

She spins around-THE ENTRANCE IS GONE. In its place is a dark, shifting void, writhing like a living thing.

EILEEN

(terrified) This can't be happening...

INT. OTHERWORLD – TIME UNKNOWN

Eileen stands in a space resembling a cave, but everything is twisted and surreal. The ground pulses with veined patterns. Above, the sky ripples like blood-red water.

She walks cautiously. The walls seem to breathe, occasionally bulging into vague human-like faces trapped within the stone.

Black, viscous fluid seeps from the ground, slowly oozing forward. She shines her flashlight ahead.

A grotesque statue appears: a faceless baby entwined by numerous elongated arms.

She steps back and accidentally crushes a bone fragment.

Symbols on the walls begin to writhe, twisting like living characters. A distant, eerie mix of baby cries and metal scraping echoes through the air.

EILEEN

(whispering) This isn't a dream... This place is alive.

A shadowy figure materializes in the air-limbs long and thin, eyes glowing red. The MIRROR WRAITH approaches slowly.

Eileen stumbles back, nearly falling.

MIRROR WRAITH

(echoing, distorted) Give it... back to me...

EILEEN

(shaking) What... what are you...?

The creature suddenly lunges at her-

CUT TO BLACK.

Script(B)

The word version is in the shared folder of Teams'Jiayue HE'



INT. OTHERWORLD - CONTINUOUS

Eileen runs in terror. The Mirror Wraith scuttles spider-like across the walls, jaw stretching wide, revealing multiple rows of teeth.

MIRROR WRAITH

(overlapping echoes) You... stole it...

Eileen trips. The cursed bloom rolls from her bag, glowing ominously.

The creature stops abruptly, seeming to fear the flower.

Seizing the moment, Eileen bolts deeper into the cave.

INT. OTHERWORLD - ANCIENT STONE HALL

Eileen bursts into a ruined altar chamber. Totems on the wall match the cursed flower. At the center stands a cracked mirror.

The Mirror Wraith silently appears behind her. She slowly turns.

EILEEN

(softly) You... you're the flower's guardian?

The creature doesn't answer, only opens its mouth wider, revealing nested fangs.

Eileen raises the flower.

EILEEN

You want it? Then-

She throws the bloom into the mirror's crack. Instantly, light explodes. The chamber quakes. The Mirror Wraith screeches in agony.

INT. CAVE INTERIOR - MORNING

Eileen jolts awake on the cave floor. Sunlight pours through the entrance. No sign of the creature, no trace of the otherworld, no flower in hand.

She sits up and looks around. Her walkie-talkie falls from her bag, crackling.

MICK (V.O.)

Eileen? You there? I'm at the coordinates you sent... there's no cave here... Where are you?

Eileen freezes, then slowly turns to look behind her.

EXT. MOUNTAIN FOREST TRAIL - MORNING

Sunlight bathes the quiet forest. Everything seems normal. As she turns to look back at the cave, the flower totem on the stone tablet faintly glows... then dims.

EILEEN (V.O.)

Was it... really just a dream?

FADE OUT.

THE END.

Shooting Script

The word version is in the shared folder of Teams'Jiayue HE'

#	Scene number	Content description of the shot	Composition/shot type	Lens motion	Sound effects/Emotions
1	EXT. MOUNTAIN TRAIL – NIGHT	Female explorer Irene walks alone in the fog, tired but alert	Long shot/follow (behind)	Slow advance	The sound of the night wind and the howling of wolves in the distance create an uneasy atmosphere
2		Irene spoke to Mick on the walkie-talkie with a solemn expression	Medium close-up/side face	Fixed lens	"Sizzling" radio noise, walkie-talkie conversation
3		A faint blue glow emerged among the woods, catching Irene's attention	Back shot/The light source hits the face	Push forward	Mysterious music rises lightly
4	EXT. CAVE ENTRANCE	Irene found the entrance covered with vines, revealing a stone tablet	Wide Angle/Center	Zoom in on the stone tablet	A low echo, the wind intensifies

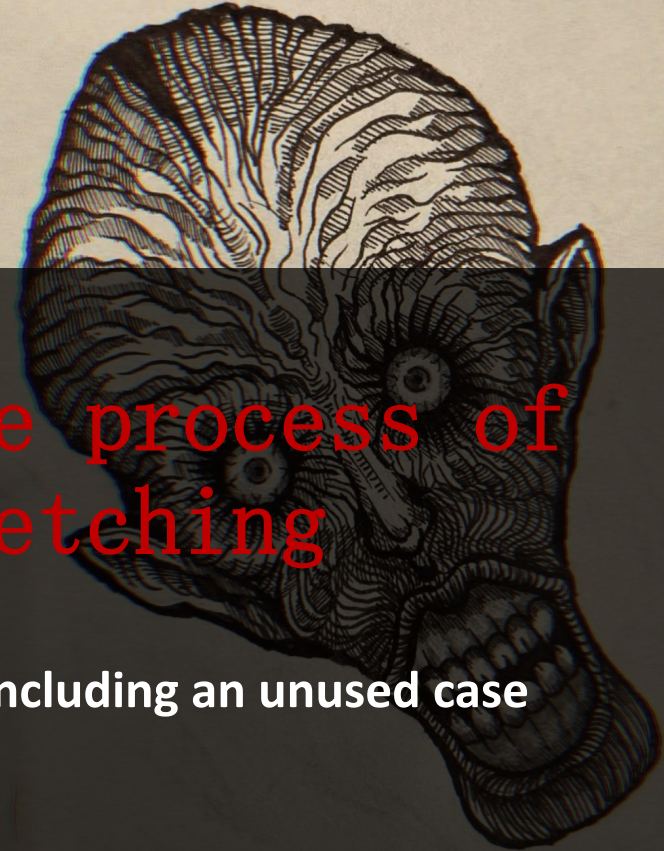
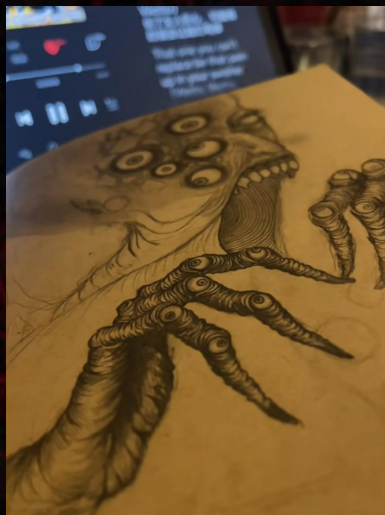
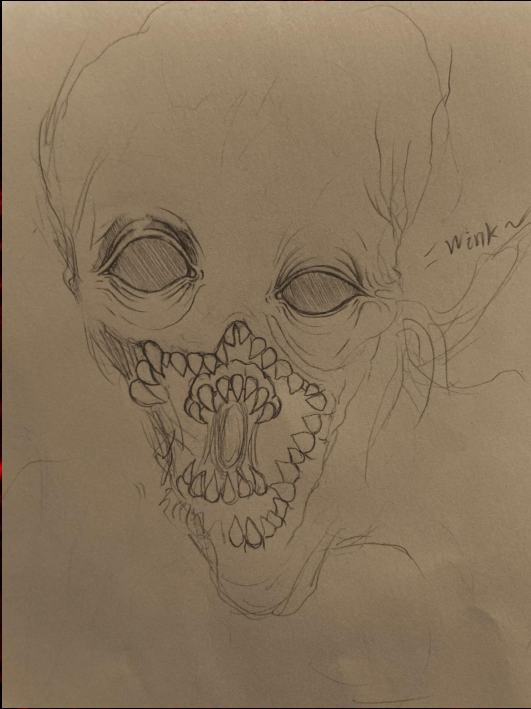
#	Scene number	Content description of the shot	Composition/shot type	Lens motion	Sound effects/Emotions
5		She wiped the stone tablet, revealing the words "Forbidden Hole" and the totem	Close-up	Fixed shot	ink twist pattern animation (Special effects available)
6	INT. CAVE – NIGHT	The plants in the cave give off a strange blue light, and the walls seep water	Long shot/follow	Lens shake left and right	Water drop, echo, plant pulsation sound effects
7		She discovered and collected the "Flower of Six"	Close-up of hand movements/Flowers	Slow motion	The resonance of the flowers grew louder and the environment suddenly fell silent
8		The cave shook and the exit vanished, forming a void gate	Quickly push the mirror to adjust	Fast push + shake	The cracking of walls, the murmur of the abyss
9	INT. MYSTERIOUS	Irene enters	Wide-angle lens/skewed	Rotating/Handheld	Heartbeat + baby crying

#	Scene number	Content description of the shot	Composition/shot type	Lens motion	Sound effects/Emotions
10		mirror shadow monster chases	switch		paning
11		She fell and the flowers rolled out of the bag	Follow the rolling flower	Close-up Mirror	The flowers shine and the monsters hide at the flower
12	INT. MYSTERIOUS	She rushed into the altar, placed the mirror, and a God's eye view	Panoramic altar	Surround	Background buzz, pendulum-like rhythmic sound effects
13		She throws the "Flower of Six" into the frame, and it explodes and flashes	Close-up of the hand + changes in the mirror	Fast push + Mirror split	Monster whistling, mirror shattering
14	INT. CAVE – MORNING	She woke up in the original cave, and everything seemed like a dream	Medium shot around the frame	Slowly pull away	A gentle breeze + chirping of birds, a slight electric current

#	Scene number	Content description of the shot	Composition/shot type	Lens motion	Sound effects/Emotions
15		another world: Twisted walls, red blood	composition		mixed, air vibration sounds
16		She discovers faceless baby statue with the stanzas,utable runes	Close-up of the statue with the bones underfoot	Move slowly	Strange music, the sound of broken bones in feet
17		The Mirror Shadow Monster makes its first appearance, with distant outlines emerging	Backlit silhouette/appear	Slow advance	Mysterious whispers, soul sounds
18		The mirror shadow monster approaches and whispers "Return me"	Close-up of its face, holding its eyes, tears mouth	Slow push + slight shake	High notes pull, visual distortion
19		Irene runs wildly	Handheld movement/Quick	Follow up + shake	Footsteps, monster

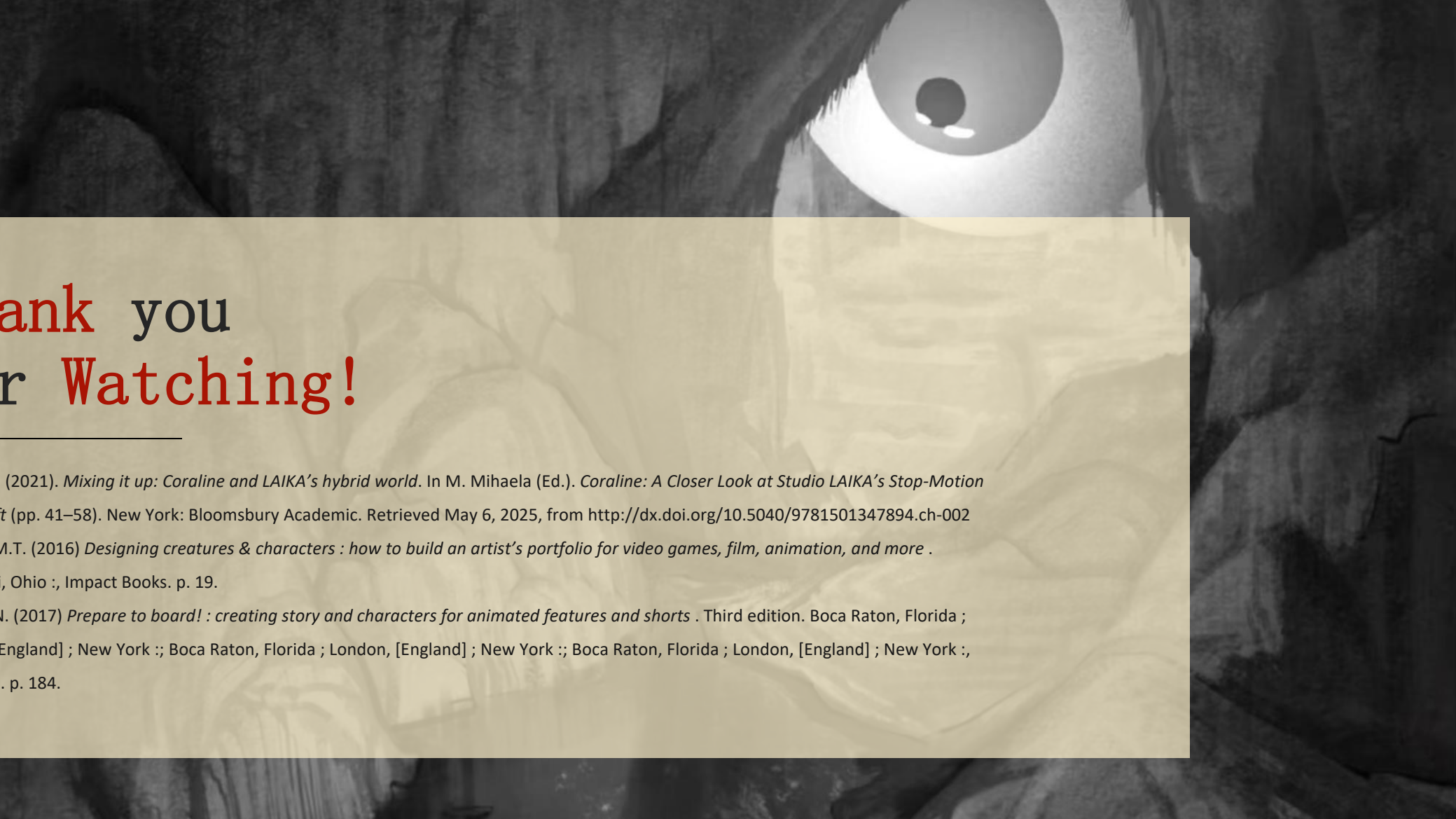
#	Scene number	Content description of the shot	Composition/shot type	Lens motion	Sound effects/Emotions
20		Her walkie-talkie is dropped and Mick's voice came through	Close-up of the walkie-talkie	Fixed	Sizzling + Mick's voice "Where are you?"
21	INT. MOUNTAIN TRAIL – MORNING	Mick looks for her at the origin, but the entrance is gone	Empty mirror/Still landscape	Slowly pull away	No response, the sound of leaves swaying
22		A glimmer of light flashed through the stone tablet, fading away	Close-up of the stone tablet	Static darkening	Leave a last touch of mystery





The process of sketching

----including an unused case



Thank you For Watching!

Harris, M. (2021). *Mixing it up: Coraline and LAIKA's hybrid world*. In M. Mihaela (Ed.). *Coraline: A Closer Look at Studio LAIKA's Stop-Motion Witchcraft* (pp. 41–58). New York: Bloomsbury Academic. Retrieved May 6, 2025, from <http://dx.doi.org/10.5040/9781501347894.ch-002>

Holmes, M.T. (2016) *Designing creatures & characters : how to build an artist's portfolio for video games, film, animation, and more* . Cincinnati, Ohio :, Impact Books. p. 19.

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