

FOREVER (2022)

As a mysterious older man settles into his bed, we hear the sound of children running and playing outside his window. A particularly mischievous boy finds his way to an abandoned cabin, where an open door invites him inside to search the rooms for any sign of life or any items of interest. It is then that he finds an alluring ring in the shape of an infinity symbol. Slipping it on without much thought, the boy then tries to leave the front door, only to find himself entering the cabin again from the back door. Running through again and again, he finds he is caught in a loop and is unable to escape the cabin. He finds the ring is permanently stuck to his finger after struggling to pull it off, and after all his frustration is spent, he eventually starts to settle into his new surroundings.

The boy grows and develops his routine around his situation—he shaves and cleans his face, he checks to see the sun in the same spot in the sky and the clock frozen at 3:00, and he grabs the same sandwich from the kitchen where it always appears as if never affected by him eating it before. But the young man clearly grows impatient with his routine and only seeing the same old things as always. A sudden reminder of his previous life flashes before him as he notices some dollar bills outside the doorway, and he tries unsuccessfully to pull them inside before remembering it was of no use to him in the cabin...if only he could get out. He paces unsteadily as the fears of this prison cell close in around him before taking a breather and settling back into the routine, grabbing a book from the top of the stack.

The young man grows older and older, finding that the years and years of this single moment have given him a cause to slow down and take his time with the routine that he had once struggled to accept. He sets down the last book on the stack, having reread them once more, and checks the same sun and the same clock as always, but it is all strangely comforting now. And then, while finishing up his morning shave, he hears a metallic clatter in the sink—the ring had left his finger. After pausing in wonder, he sets it down on his bedside table and settles in for one last nap before he leaves for good. As he looks out his window at the shapes of the beckoning trees on the shades, he can almost hear the sounds of laughing boys playing in their youth again.

Thomas E. Long – Director

Project Type: Narrative, Short, Student, Web / New Media

Genres: Drama, Narrative

Est. Runtime: approx. 15 min.

Aspect Ratio: 17:9

Scene Examples

(not final color grade)

