
PSYCHESECTOR.COM
PSYCHE
SECTOR
HUMANITY'S FIRST CIVILIZATION BEYOND EARTH
2185



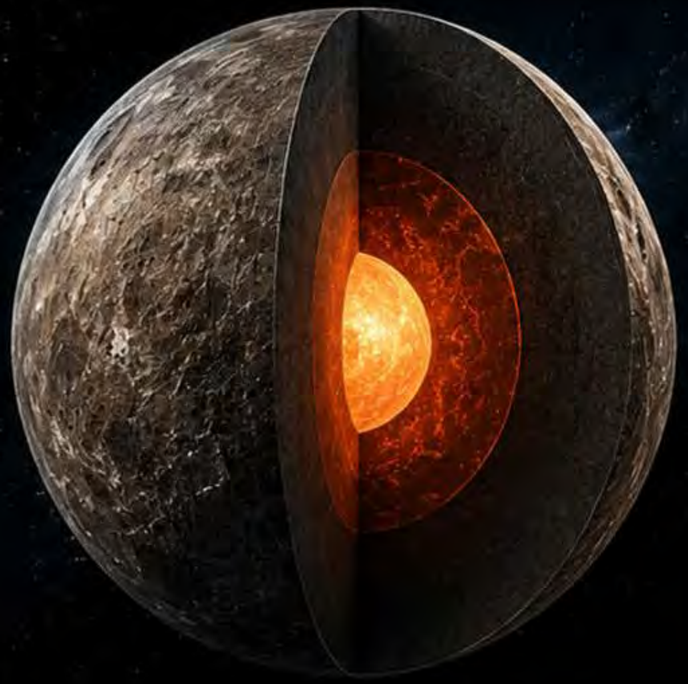
Between Mars and Jupiter drifts
the metal core of a shattered
planet called Psyche.

By 2185, humanity has transformed
it into a home for the first civilization
that no longer depends on Earth.

The frontier is open.

People do what people always do.

A differentiated planet



Billions of years ago, Psyche was a differentiated planet with a metallic core and silicate mantle.

A catastrophic collision



A catastrophic collision shattered the planet, stripping away the crust and most of the mantle.

The exposed core remains



What remains today is Psyche: the exposed metallic core of a shattered world.

DIAMETER
~280 km

COMPOSITION (EST.)
Iron–Nickel–Heavy Metals

ORBIT
Between Mars and Jupiter

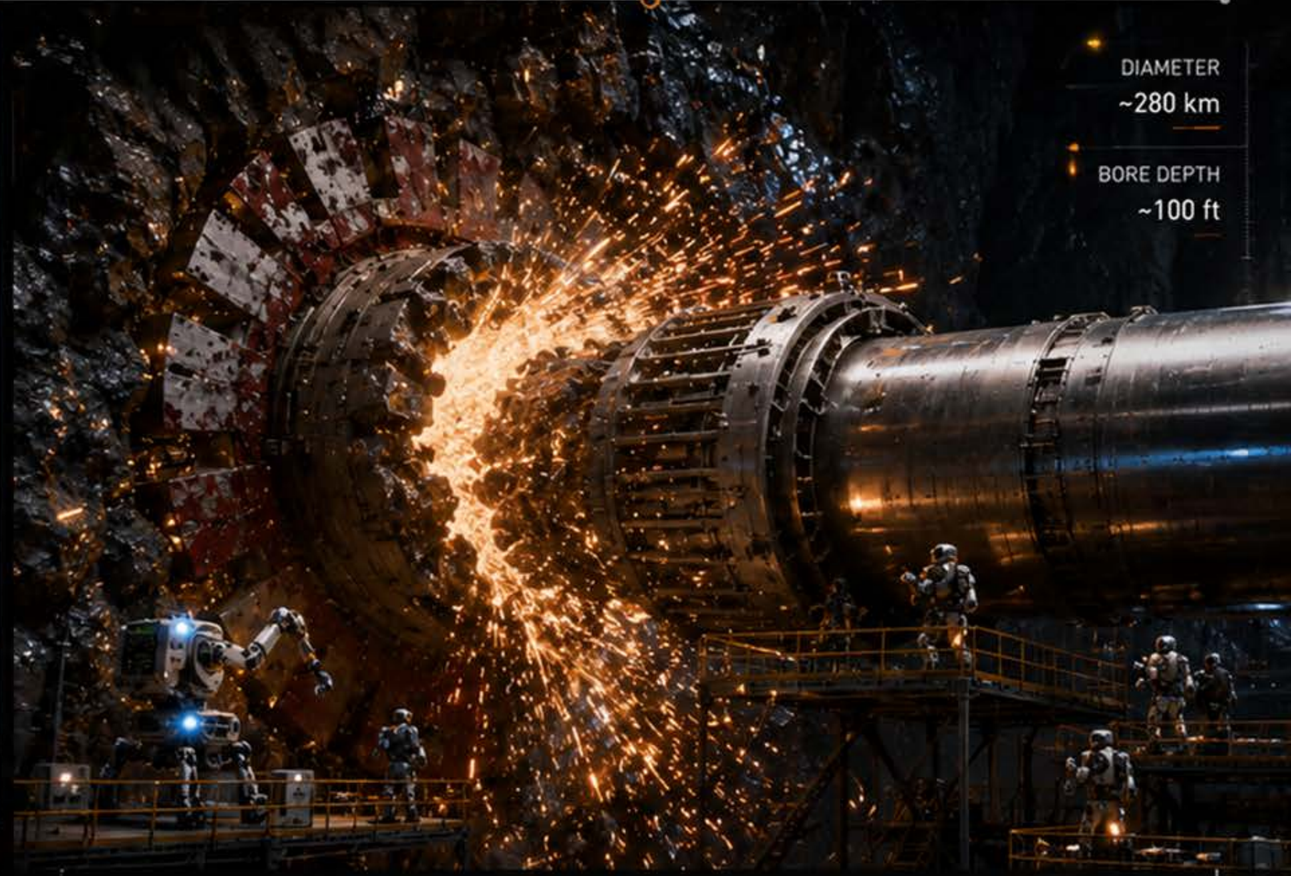
AGE
~4.5 Billion Years

04 TRUE / SPECULATIVE

PSYCHESECTOR.COM

FROM SURVEY TO EXTRACTION





01 LAUNCH & SURVEY

In 2023, SpaceX launched NASA's Psyche Mission to a metal asteroid between Mars and Jupiter.

TRUE
2023–2029

02 ROBOTIC DRILLING & FIRST EXTRACTION

By the 2030s, robotic systems begin drilling into Psyche's metallic crust for the first time.

SPECULATIVE
2030s+

DISTANCE FROM EARTH
~226 MILLION MILES

MISSION DURATION
6 YEARS

ARRIVAL
AUGUST 2029

PRIMARY OBJECTIVE
COMPOSITION & STRUCTURE

DRILLING INITIATED
EARLY 2030s

EARLY EXTRACTIONS
MID 2030s



What began as a scientific mission became the greatest industrial undertaking in human history.

ENOUGH WEALTH TO BUILD ANYTHING

Psyche's metals reshaped the equation of civilization itself. Gold. Platinum. Iridium. Palladium. In quantities once thought impossible. A foundation for an economy that can build at any scale.

Resources beyond measure.
Potential beyond limits.

06 DESTINATION 02

The Inside-Out World

A WORLD BUILT INSIDE A METAL PLANET

No one set out to build a world.

Eighty years of nonstop mining hollowed out a cavity more than one hundred miles long and sixty miles across. Forrests, lakes, and cities cling to the inside of its rotating metal shell.

This isn't a space station.
This is a world.

PSYCHE SECTOR • THE BELT • 2185



A WORLD OF OUR OWN

BUILT INSIDE. LIVED TOGETHER.

Carved from metal. Spun for gravity. Psyche is home to the first civilization that no longer depends on Earth.

Here, industry and community share the same ground. Everything is close. Everything matters.

100–120 MILES LONG
55–85 MILES WIDE
CENTRAL LIVING SURFACE

>3X THE SPACE
SUBTERRANEAN INDUSTRY VENTS TO SPACE.

10 MINUTES PER ROTATION
~0.5g CENTRIPETAL GRAVITY

SELF-SUFFICIENT
ENERGY, FOOD, WATER, BIOMES, AND GOVERNANCE

TWO PORTALS. ONE SYSTEM.

All traffic moves through two mass transit portals that connect the inner world to deep space.



SUNWARD PORTAL
Light. Life. 24/7.

SPACEWARD PORTAL
Departure. Beyond.

08

EMPIRE OF SOL

8 planets. 456 moons.
Thousands of habitats.
One expanding civilization.

Humanity's power, industry, and influence stretch across the inner system.

From Earth to the Outer Belt, the Empire of Sol grows.



MAJOR HABITATS

Luna • Mars • Ceres • Vesta
Jupiter Moons • The Belt
The Rings of Saturn



EUROPA PLATFORM

Strategic outpost for resource prospecting and in-system expansion operations.

JURISDICTION
Inner System &
The Outer Belt

POPULATION (EST.)
~12.7 Billion

ECONOMY
Resource Extraction
Manufacturing • Trade
Technology • Services

GOVERNANCE
Council of Five
Executive Houses
Corporate Alliances

MILITARY STRENGTH
Combined Fleet
Planetary Defense
Rapid Response

STATUS
Expanding
Unstoppable
United (for now)

PSYCHE SECTOR • 2185

09 THE GREATEST THANK YOU

The Earth Ring

HUMANITY'S GREATEST THANK YOU.

When the mines of Psyche transformed the Solar System, the wealth didn't stay in the Belt.

It built the Earth Ring around Earth.

Forged from Belt metal by generations of clones, it became the largest structure in human history.

For millions, this is home.

For the people of Psyche...

Earth is simply the beautiful place that lives below.

> *"The frontier never abandoned Earth. It simply built it a better future."*



LOCATION	HEIGHT	CIRCUMFERENCE	POPULATION	PRIMARY MATERIAL	ATMOSPHERE	GRAVITY	DAYLIGHT
Low Earth Orbit	25 Kilometers	Encircles Earth	*Nearly 4 Billion*	Psyche Iron-Nickel Alloy	Standard Pressure	*3/4* g	100% Natural

PSYCHE SECTOR • 2185

10

PSYCHE SECTOR

The Furnace Mouth

WHERE THE SOLAR SYSTEM GETS BUILT.

Every civilization begins by transforming raw materials into everything else.
On Psyche, that transformation happens inside four zero-gravity atomic furnaces.
Furnace barges deliver raw metal from the depths of Psyche, where humanity's future is forged.

The most dangerous job in space isn't mining. It's feeding the furnace.

> *"The color of your ship is the color of your destiny.*
>
> *Unless your're Buzz:236"*

ASTEROID BELT • 2185

PSYCHE SECTOR • 2185

ONE POD. ENDLESS POSSIBILITIES.

Mechs built Psyche.

Every Mech begins with the same certified graphene pod. Over its lifetime, that pod may be rebuilt dozens of times for entirely different jobs—from prospecting and ore hauling to foundry work, construction, maintenance, and emergency rescue.

The chassis changes. The operator doesn't.



FOUNDRY MECH
The hardest job in the Belt.

PSYCHESECTOR.COM



PROSPECTING / DRILLING
Core sampling and deep excavation.



ORE BARGE
Hauling the wealth of Psyche.



WELDING SPIDER
Precision assembly in any environment.



WAREHOUSE / UTILITY
Built for millions of everyday tasks.



FURNACE TENDER
The most dangerous job in the Belt.

FM-24 CERTIFIED POD
Harvard-Mars Engineering Standard
Graphene Monocoque Pod



HARVARD·MARS
ENGINEERING EXCELLENCE
BUILT INTO EVERY POD.

PSYCHE SECTOR

BUILT FOR WORK.
BUILT TO LAST.
BUILT FOR PSYCHE.

ONE POD
MILLIONS OF
CONFIGURATIONS

RAPID REFIT
MINUTES
NOT DAYS

UNIVERSAL
TRAINING
ONE STANDARD

BUILT FOR
EXTREMES
MADE TO ENDURE

DIFFERENT JOBS.
DIFFERENT CHASSIS.
SAME POD.
SAME OPERATOR.
ENDLESS POSSIBILITIES.

24

12 THE WORLD BETWEEN LIGHT AND DARK

FROM UNCERTAINTY TO DISCOVERY.
FROM INDUSTRY TO WONDER. FROM DARKNESS TO HOPE.

Psyche Sector is an industrial frontier built by human hands and powered by human ingenuity. It is a place of contrasts—where immense beauty exists beside brutal work, where ordinary people do extraordinary things, and where every choice can change the future of our species.

INDUSTRIAL	A civilization forged in industry. Hard work. Real stakes. Tangible consequences.
HUMAN	At its heart, a story about people—friendship, loyalty, love, and the choices that define us.
WONDER	A universe of scale and beauty that inspires curiosity and ignites the imagination.
MYSTERY	Ancient secrets. Unknown motives. Questions that could change everything.
CONFLICT	Rivalries, ideologies, and tough decisions in a world where not everyone shares the same goals.
HOPE	Even in the darkest places, humanity's drive to build a better tomorrow never fades.



INDUSTRIAL



HUMAN



WONDER



MYSTERY



CONFLICT



HOPE

13

SYNOPSIS

It's 2185. Humanity has transformed the metal core of a shattered planet into the first civilization that no longer depends on Earth. Built by genetically engineered workers and powered by unimaginable mineral wealth, Pshcye has become the industrial heart of the solar system—a blue-collar frontier where people do what people always do: build lives, raise families, chase fortunes, and fight over what comes next.

Psyche isn't a colony. It's the birthplace of humanity's next civilization. Here, miners, welders, pilots, engineers, scientists, corporations, and politicians are building tomorrow one steel span at a time. Every shift pushes humanity farther from the world that created it–and closer to becoming something entirely new.

Among them are Buzz Aldrin:236 and Dr. Charlie Miller. Buzz is the latest flawless clone of Earth's greatest pilot, engineered for the most dangerous work in the Belt, but haunted by the one impulse no version of him was ever meant to inherit: the desire to choose his own destiny. Charlie is an Earth-born astrobiologist who refuses to let genetic engineering erase the very differences that maker her who she is.

One is fighting to become an individual. The other, to remain one.

Everything changes when Buzz recovers an ancient alien prospecting skiff trapped inside a crystal geode. What begins as an impossible archaeological discovery reveals that humanity isn't the first civilization to push into deep space—and that someone has been here long before us. As Charlie begins to unlock the mystery behind the alien craft, the discovery threatens to reshape science, politics, commerce, and every assumption humanity has ever made about its place in the universe.

First contact changes everything. It is not what the story is about.

Psyche Sector is a premium science-fiction frontier drama about the people who built humanity's future before they realized they weren't building it alone.

PREMIUM SCIENCE FICTION DRAMA | HIGH-CONCEPT, CHARACTER-DRIVEN | CINEMATIC WORLD. HUMAN STORY.



THE PRICE OF ABUNDANCE



Psyche solved scarcity.
It did not solve people.

THE FAULT LINE

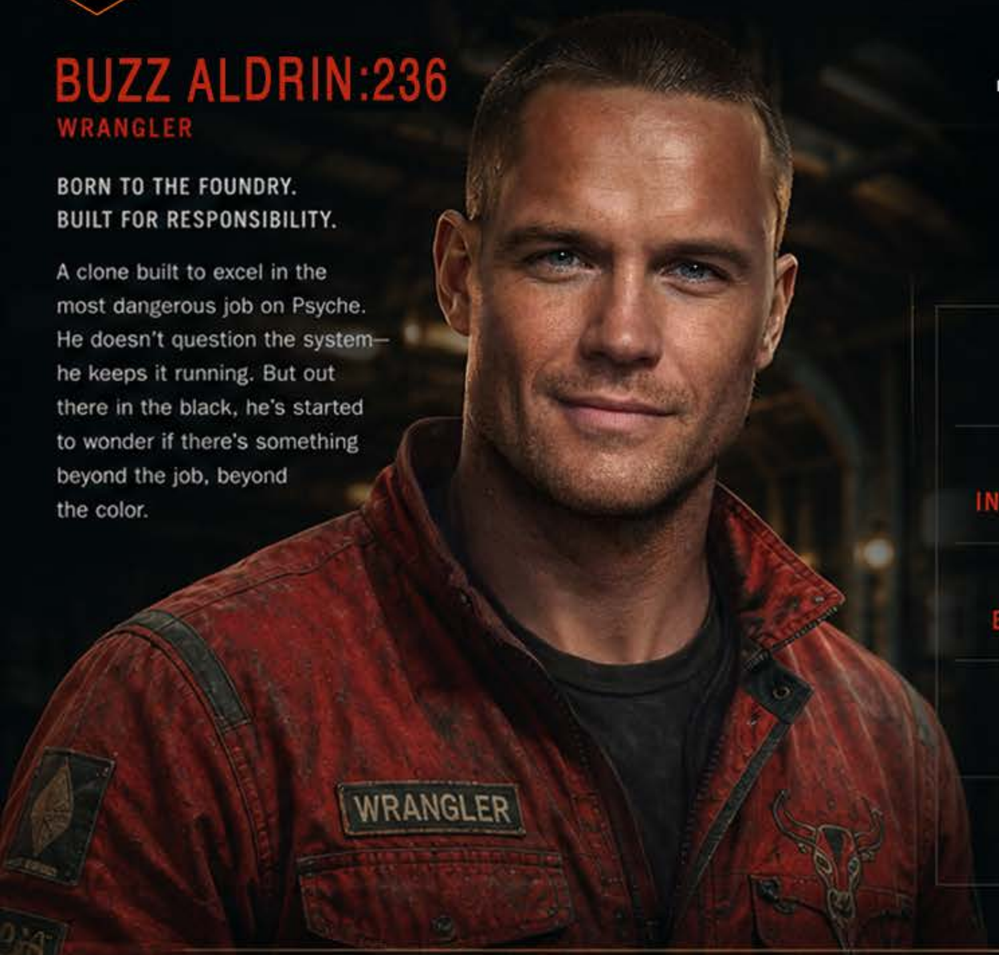
THE FUTURE RUNS BETWEEN THEM.

BUZZ ALDRIN:236

WRANGLER

**BORN TO THE FOUNDRY.
BUILT FOR RESPONSIBILITY.**

A clone built to excel in the most dangerous job on Psyche. He doesn't question the system—he keeps it running. But out there in the black, he's started to wonder if there's something beyond the job, beyond the color.



Built to fit perfectly into the world around him. Determined to discover whether that world is all there is.

"Anyone can push a rock. The trick is knowing when to let go."

INHERITED IDENTITY	CHOSEN IDENTITY
WANTS INDIVIDUALITY	PROTECTS INDIVIDUALITY
BELONGS EVERYWHERE	BELONGS NOWHERE
CARRIES HISTORY	CREATES HISTORY
DISCOVERS WONDER	NEVER LOST WONDER

DR. CHARLIE MILLER

ASTROBIOLOGIST. PH.D.
FIRST EARTH-BORN MECH-OP

**BUILT DIFFERENT.
STAYS THAT WAY.**

Earth-born. Neurodivergent. Heavily tattooed. She refused the gene edits that could have made her normal. Came to Psyche to prove she was right about the aliens. Saving humanity is just a side effect.



Built nothing like anyone expected. Determined to remain exactly that way.

"Curiosity isn't a flaw. It's how we survive."

THE PEOPLE OF PSYCHE

EVERY FRONTIER CREATES ITS OWN LEGENDS.

Psyche Sector is the story of the people who live there. A blue-collar civilization built by hands, minds, and courage. Different backgrounds. Different loyalties. One future.



ELON MUSK:148

CHIEF ENGINEER

Visionary. Inventor. Relentless in pursuit of what others call impossible.



MIA ECKHART

INDUSTRIAL HEIR

Born into unimaginable wealth. Determined to deserve it.



CAPTAIN BOB

TRANSPORT COMMANDER

If it flies between worlds, Bob has probably landed it.



SALLY RIDE:231

HEAD MECH-OP

Leader of the MechOps. Born for the cockpit. Built to lead.



MILLET VROX

HOLOTORIUM ANALYST

"Send out an exploratory detachment. We'll see how they taste."

SEASON ONE

AT A GLANCE

EIGHT ONE-HOUR EPISODES

01 HERO

After risking his life to save his friend from the Atomic Furnace, Buzz Aldrin:236 loses his high-profile job. Now working as a lowly prospector, finds an alien artifact among the asteroids.

02 EARTH GIRL

Dr. Charlie Miller, a wildly eccentric Astrobiologist from Earth, helps Buzz and his close friend Elon decode the ancient alien glyphs. What they discover changes everything.

03 RUMORS

The rumor of their alien find is spreading, and this is a rumor that some would kill for. But Buzz has a plan.

04 PIRATES

Tasked with piloting the last load of material to Earth, Buzz and Charlie are unaware that pirates are on their trail. Meanwhile, Charlie deciphers the alien documents, studying their weaknesses.

05 DILEMMA

Which is worse, a pirate attack or discovering that the solar system is about to be invaded by an extinction-level threat.

06 REUNION

As the ship slips into orbit around the Earth, Mia and Nick fly up to greet them. Together with their feisty transit pilot, they're all just in time to help fight off the alien's robotic harvesters.

07 RETALIATION

The team builds a devastating explosive using a ship's antimatter reactor. To deploy it inside the robotic harvester, they rely on a fearless transit pilot who volunteers to slip past enemy lines.

08 FIRST CONTACT *<< season 2 setup >>*

Millet, a high-ranking Bandu official still enslaved by the Zagan, discovers Captain Bob's plan, but instead of stopping him, helps coordinate the attack, seeing it as a chance for Bandu liberation.

EIGHT ONE-HOUR EPISODES • SERIALIZED • DESIGNED FOR PREMIUM STREAMING



Comparables Landscape

Psyche Sector occupies a space no current series owns — hard science fiction with the heart of an industrial frontier drama.



THE TOOLS HAVE CHANGED. THE CRAFT HASN'T.

A hybrid production methodology designed to expand human creativity—not replace it.

Live actors. Practical sets. LED volumes. Virtual stages. CG performers.
AI-augmented environments. Traditional cinematography.

01 PERFORMANCE



Actors remain the source.

02 PRACTICAL



Sets, props, stunts, light.

03 VOLUME



Real-time worlds on stage.

04 VIRTUAL



Places too large to build.

05 AUGMENT



CG + AI extend the frame.

06 FINISH



Cinematic judgement decides.

Filmmaking has always been about choosing between practical production and new technology. Every generation inherits better tools. The craft lies in knowing when—and when not—to use them. This methodology combines traditional filmmaking, virtual production and AI-assisted workflows into a single production process where each technique is used for what it does best. The result isn't less human. It's more filmmaking.

STORY FIRST
Technology serves performance and story — not the other way around.

THE RIGHT TOOL
Live sets, volumes, virtual stages and AI augmentation each do the job they do best.

CRAFT PRESERVED
Cinematography, direction, and editorial judgement remain the foundation.



For a deeper look at this emerging production methodology, see ***Post Cinema: The Age of AI*** (MWP Press).

THIS WORLD HAS SOMEWHERE TO GO.

A UNIVERSE. MANY CHAPTERS.

From the origins of humanity's expansion into space, to the rise of the first civilization that no longer depends on Earth, to the day the universe answers back.

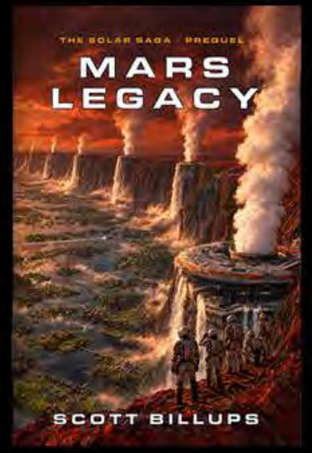
Every story answers a different question.
Together, they form one continuum.

CONNECTED BY THEME
Growth. Consequence. Choice. Evolution.

BUILT TO EXPAND
Each story stands alone. Together, endless.

ROOTED IN REALITY
Hard science. Human stakes. Timeless.

THE FOUNDATION → THE NEXT CHAPTERS → AND BEYOND...

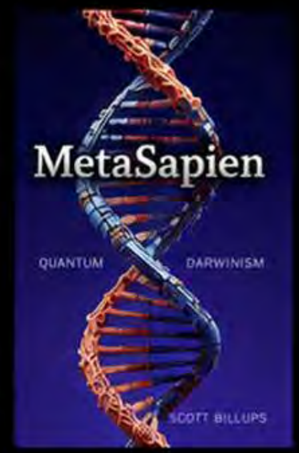












Each story explores a different question about humanity's future.
Together they form a single future history—but each stands on its own.

THIS ISN'T A FRANCHISE. IT'S A FUTURE HISTORY.

A future built from trajectories we can already see—where every technology, every conflict, and every triumph grows naturally from the world we live in today.

This isn't our first frontier.
It's just the one that matters most.



SELECT CREDITS

Fantastic Four · Walking with Dinosaurs · Mulholland Drive · Mighty Morphin Power Rangers · Hellraiser: Bloodline · AND MORE

SCOTT BILLUPS

Writer • Director • Cinematographer • VFX Supervisor

From practical effects to virtual production, Scott Billups has spent four decades exploring how new technology can expand—not replace—the craft of filmmaking. His work as a cinematographer, visual effects supervisor, author, and educator has always been driven by the same idea:

Better tools. Better stories.

FORTY YEARS OF SHARING THE CRAFT.

AUTHOR • EDUCATOR • INNOVATOR

DIGITAL MOVIEMAKING SERIES









LATEST



Trusted resources used by filmmakers worldwide.



THE FRONTIER IS OPEN. WE KNOW HOW TO BUILD IT.

LET'S TALK.
psychesector.com
scott@psychesector.com


PSYCHE
SECTOR
HUMANITY'S FIRST CIVILIZATION BEYOND EARTH
2185
FOR SCRIPT PLEASE CONTACT:
hello@psychesector.com