



PSYCHE SECTOR

— HUMANITY'S FIRST CIVILIZATION BEYOND EARTH —

— 2185 —



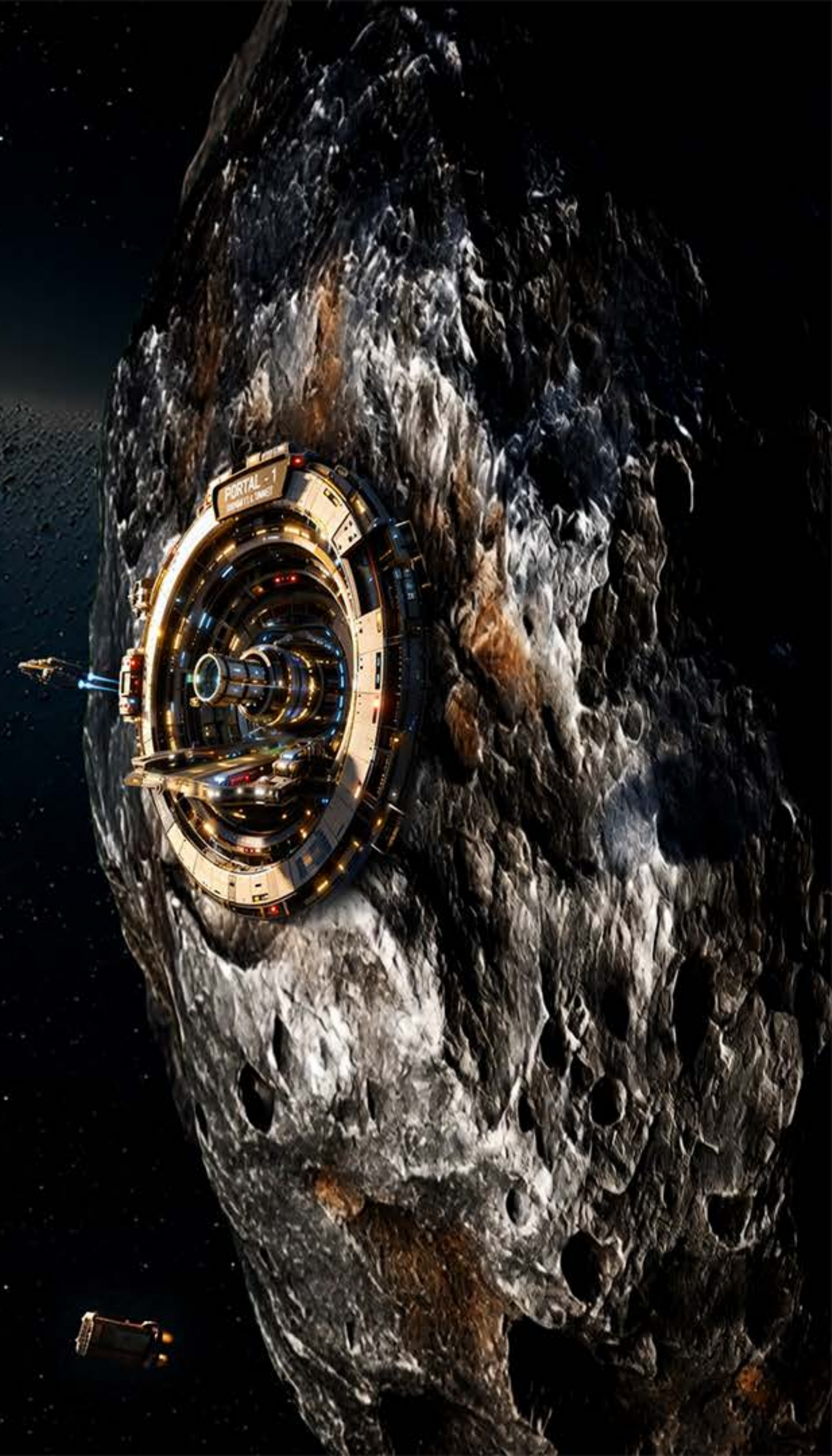
PSYCHESECTOR.COM

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

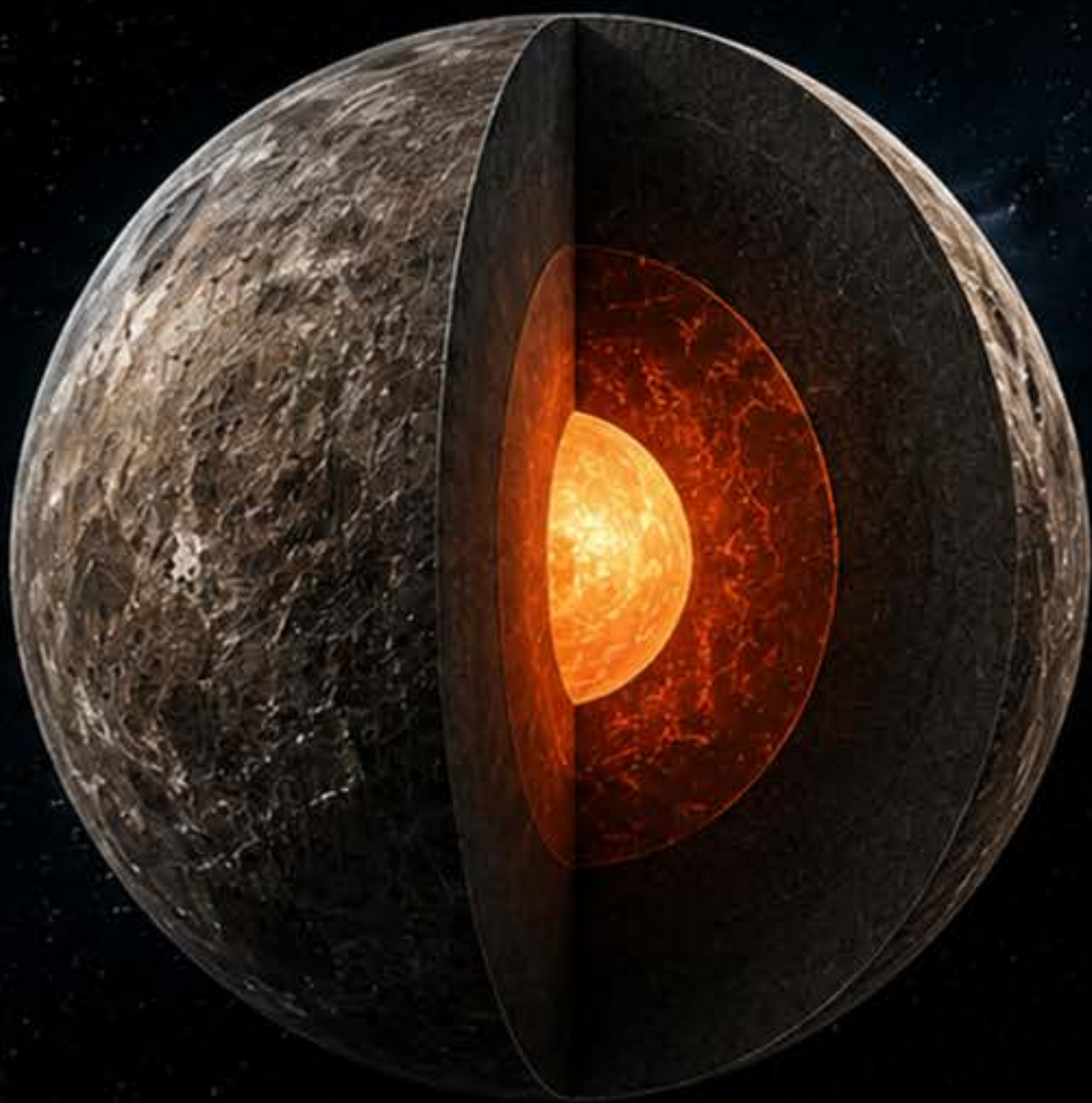
By 2185, humanity has transformed
it into a home for the first civilization
that no longer depends on Earth.

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



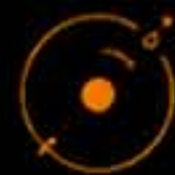
What remains today is Psyche: the exposed metallic core of a shattered world.



DIAMETER
~280 km



COMPOSITION (EST.)
Iron-Nickel-Heavy Metals



ORBIT
Between Mars and Jupiter



AGE
~4.5 Billion Years

04

TRUE / SPECULATIVE

FROM SURVEY TO EXTRACTION

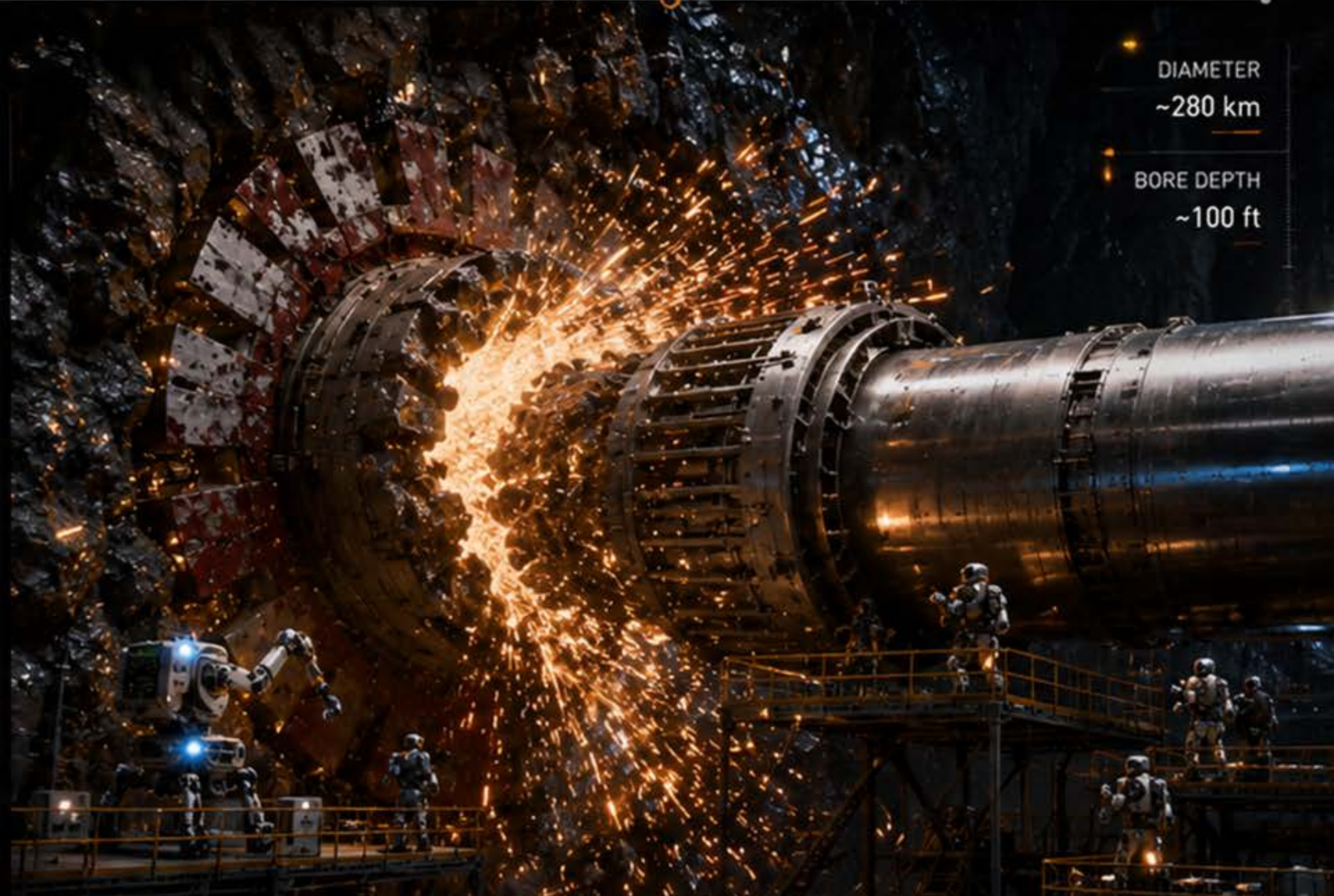


01 LAUNCH & SURVEY

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

05

FROM SURVEY TO EXTRACTION

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.

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.**

**“To everyone born here,
Earth is the place where
people live with nothing
between them and space
but air.”**

07

CIVILIZATION / PSYCHE SECTOR

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.



SPACEWARD PORTAL
Departure. Beyond.

SUNWARD PORTAL
Light. Life. 24/7.



EMPIRE OF SOL

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

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

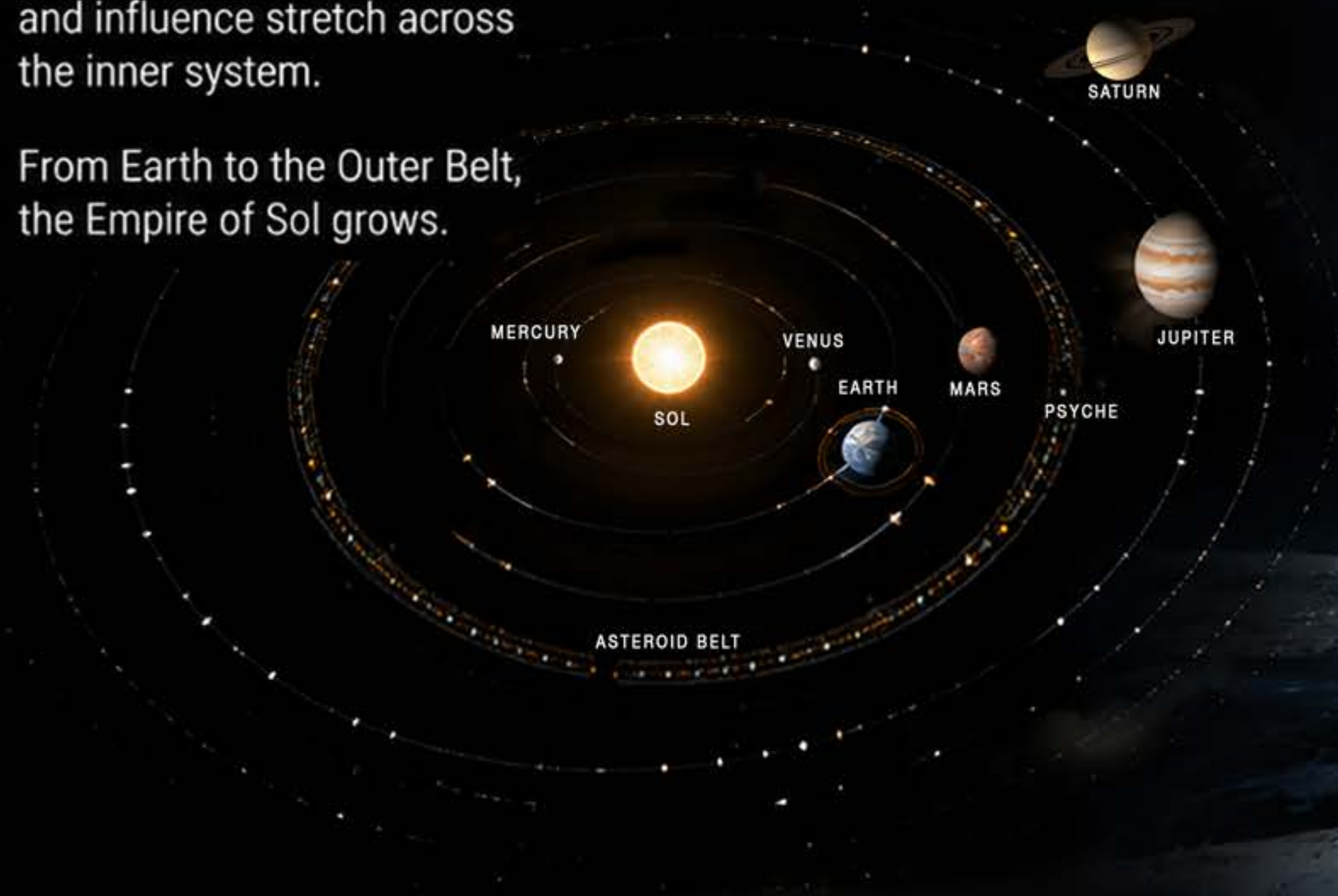
From Earth to the Outer Belt,
the Empire of Sol grows.

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)

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.

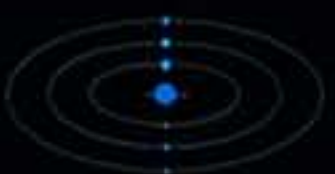
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*The frontier never abandoned Earth.
It simply built it a better future.*

”

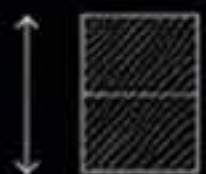
LOCATION

Low Earth Orbit



HEIGHT

25 Kilometers



CIRCUMFERENCE

Encircles Earth



POPULATION

Nearly 4 Billion



PRIMARY MATERIAL

Psyche Iron-Nickel Alloy



ATMOSPHERE

Standard Pressure



GRAVITY

3/4 g



DAYLIGHT

100% Natural



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 you're Glenn:236.”

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.



PROSPECTING / DRILLING
Core sampling and
deep excavation.



ORE BARGE
Hauling the wealth
of Psyche.



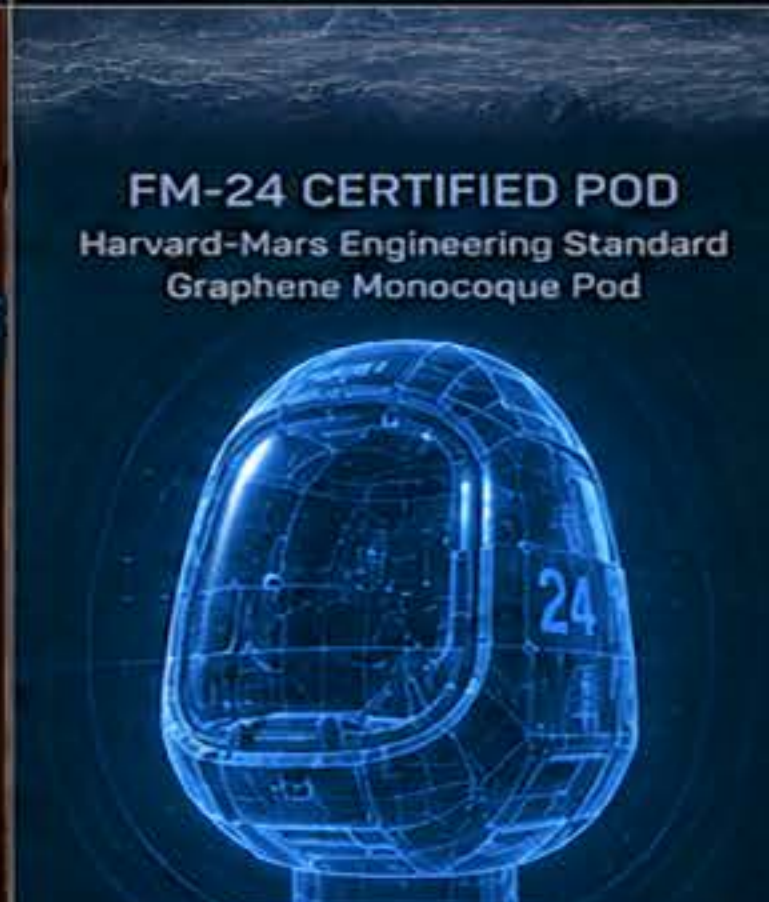
WELDING SPIDER
Precision assembly
in any environment.



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.



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

11

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

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, Psyche 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 **Glenn:236** and **Dr. Charlie Miller**. Glenn 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 make her who she is.

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

Everything changes when Glenn 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.





Psyche solved scarcity.
It did not solve people.





JOHN GLENN: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.”

THE FAULT LINE

THE FUTURE RUNS BETWEEN THEM.

INHERITED
IDENTITYCHOSEN
IDENTITYWANTS
INDIVIDUALITYPROTECTS
INDIVIDUALITYBELONGS
EVERYWHEREBELONGS
NOWHERECARRIES
HISTORYCREATES
HISTORYDISCOVERS
WONDERNEVER LOST
WONDER

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

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

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.



16

THE PEOPLE

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.

**SALLY RIDE:231**

HEAD MECH-OP

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

**NIKOLA TESLA: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.

**MILLET VROX**

HOLOTORIUM ANALYST

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



PSYCHE SECTOR

A NEW CIVILIZATION BETWEEN MARS AND JUPITER.

PSYCHESECTOR.COM

17

SEASON ONE

AT A GLANCE

EIGHT ONE-HOUR EPISODES

01

HERO

After risking his life to save his friend from the Atomic Furnace, **John Glenn:236** loses the job he was engineered to do. Reduced to working as a prospector, he makes an impossible discovery: an ancient alien prospecting skiff trapped inside a crystal geode.

02

EARTH GIRL

Earth-born astrobiologist **Dr. Charlie Miller** joins Glenn and his lifelong friend **Nick Tesla:148** to decipher the alien glyphs. Their uneasy partnership reveals the first evidence that humanity isn't alone.

03

RUMORS

The rumor of their alien find is spreading, and this is a rumor that some would kill for. But **Glenn has a plan**. As a lifelong fan-girl of the mighty mechs, Charlie asks Sally to help her get her **Mech-Op license**.

04

PIRATES

Tasked with escorting the **Earth Ring's** final shipment home, Glenn and Charlie discover they're being hunted by **Belt pirates** while Charlie begins decoding the alien technology and searching for its weaknesses.

05

DILEMMA

The alien evidence points toward a terrifying conclusion: humanity has **fundamentally misunderstood** its place in the universe. What began as an archaeological mystery becomes a race against time.

06

REUNION

Back in Earth orbit, **Mia Eckhart** and Nick Tesla reunite with Glenn and Charlie just as the first alien machines arrive. Old friendships, old rivalries, and impossible odds collide.

07

RETALIATION

Mia devises a Trojan-horse plan to modify one of the barge's antimatter engines and hide it aboard the robotic harvester before it jumps back home. **Captain Bob** volunteers for the **one-way mission**.

08

FIRST CONTACT

As Captain Bob's plan unfolds, **Millet Vrox**, a high-ranking Bandu official enslaved by the Zagan, makes an impossible choice. Instead of stopping humanity, he helps save it—setting the stage for **a very different kind of first contact**.



EIGHT ONE-HOUR EPISODES



SERIALIZED



DESIGNED FOR PREMIUM STREAMING

PSYCHESECTOR.COM

Comparables Landscape

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

THE
EXPANSE
World Building

LANDMAN

Industrial Frontier

PSYCHE
SECTOR

ALTERED
CARBON
Identity



THE
UMBRELLA
ACADEMY

Character-Driven Ensemble

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.

WHO IS MAKING IT / PSYCHE SECTOR

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



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 MOVIE MAKING SERIES



Trusted resources used by filmmakers worldwide.

LATEST



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



LET'S TALK.

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scott@psychesector.com



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