



PSYCHE SECTOR

— HUMANITY'S FIRST CIVILIZATION BEYOND EARTH —



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

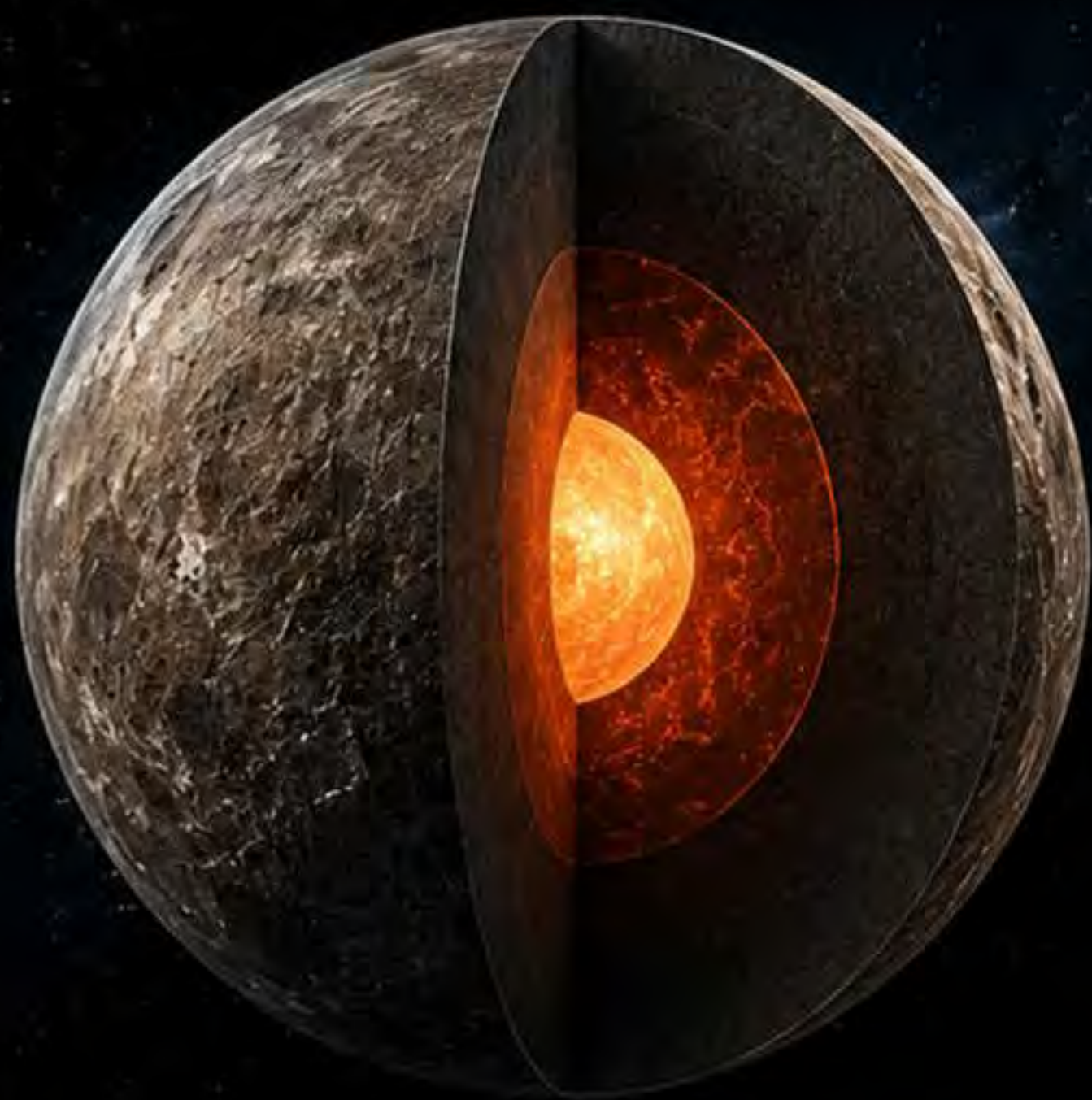
By 2185, humanity has transformed it into the first civilization that no longer depends on Earth.

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 mantle and most of the crust.

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

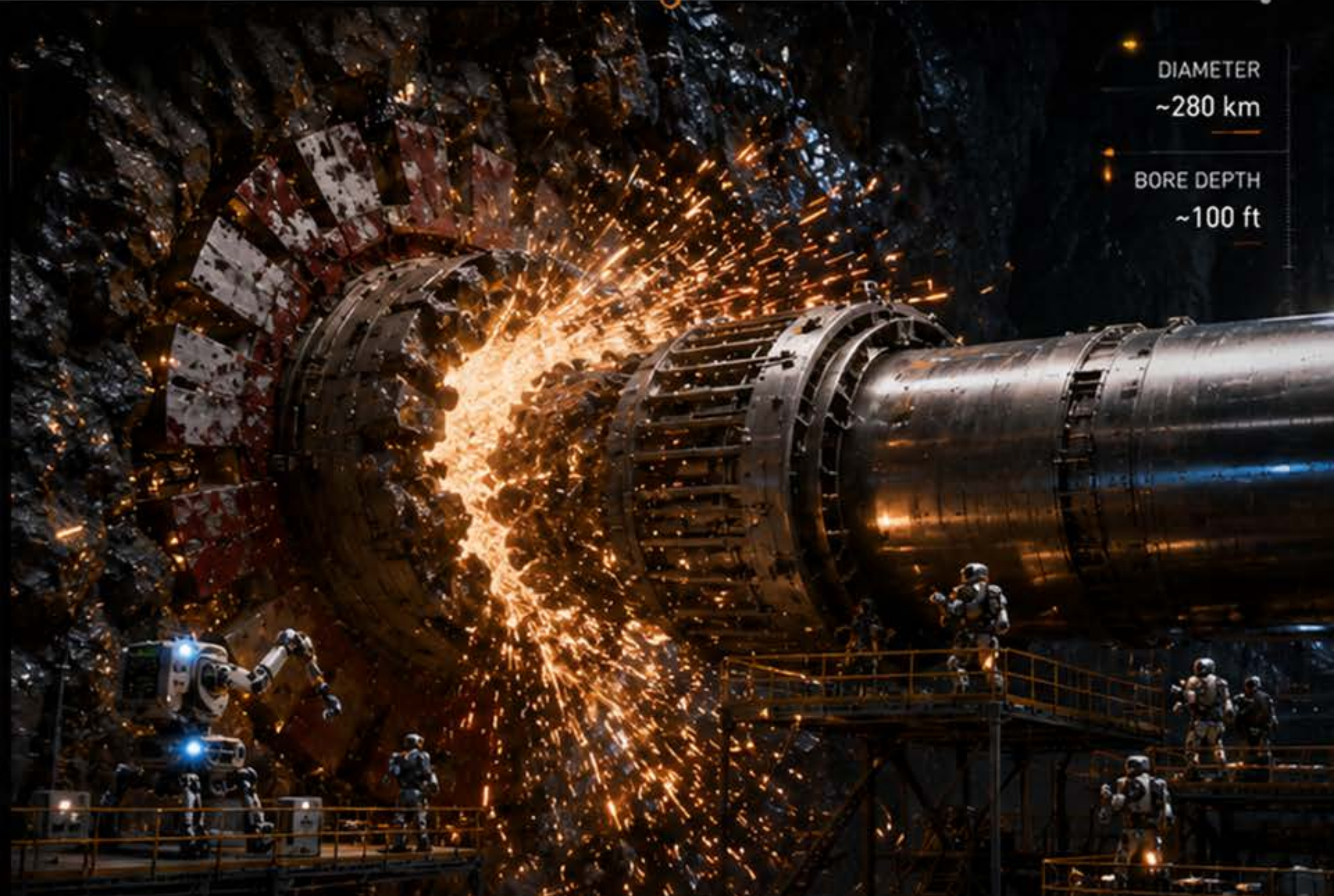


01 LAUNCH & SURVEY

In 2023, SpaceX launched NASA's Psyche Mission to a metal-rich 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

One hundred miles long and sixty miles wide, Psyche's living world clings to the inside of a rotating metallic shell. Forests, lakes and cities stretch overhead in every direction.

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

“ To everyone born here,
Earth is the place
that lives in the sky. **”**



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
DEVOTED TO INDUSTRY,
LOGISTICS & STORAGE



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

Four planets. Thousands of habitats.
One expanding civilization.

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

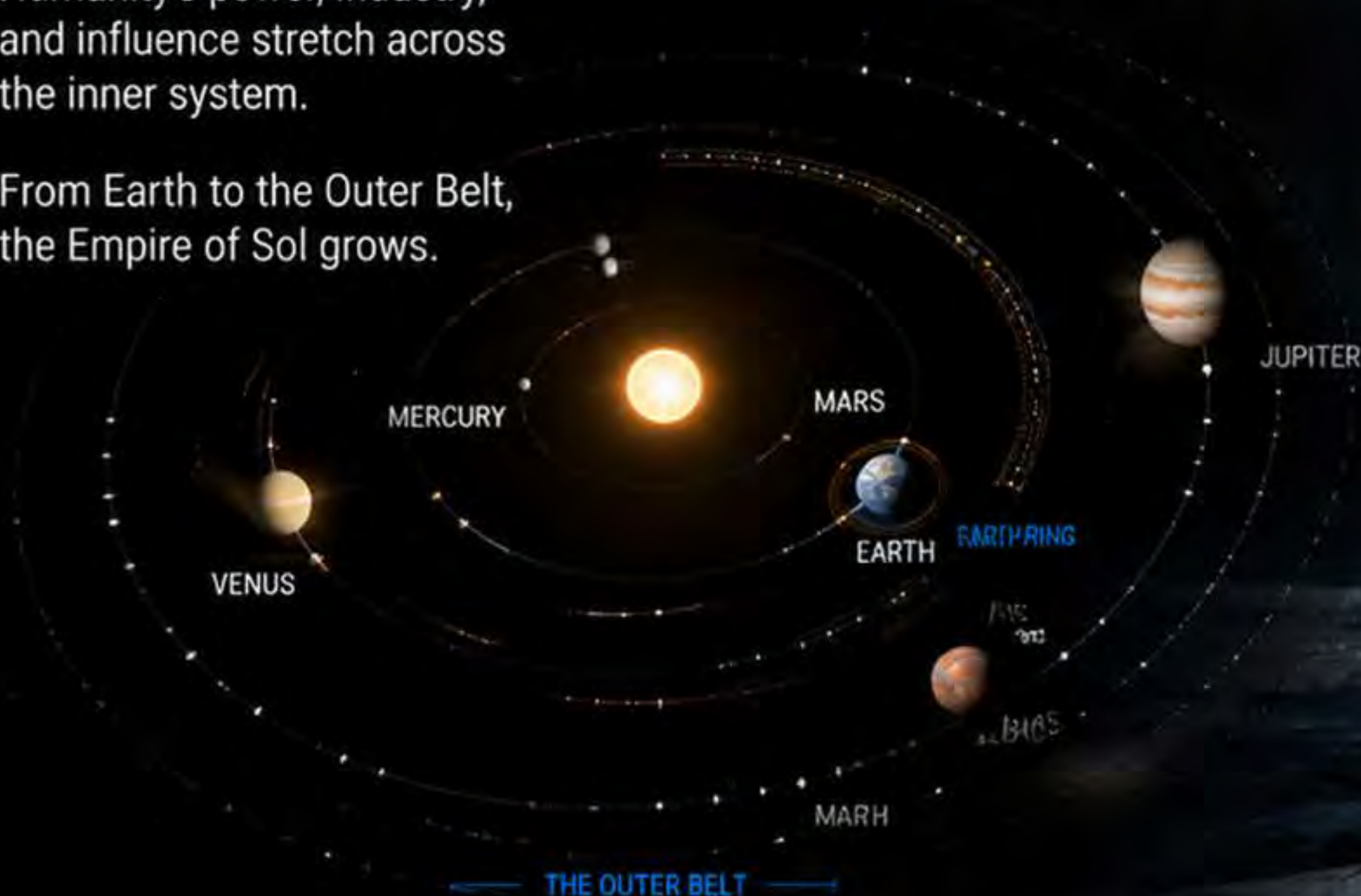
From Earth to the Outer Belt,
the Empire of Sol grows.

MAJOR HABITATS

Luna • Mars • Ceres • Vesta
The Belt • Jupiter Moons

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 billions, this is home.

For the people of Psyche...

Earth is simply the beautiful place that lives below.

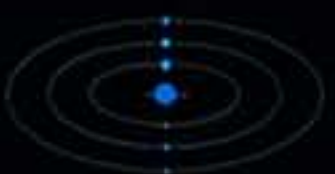
“

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

”

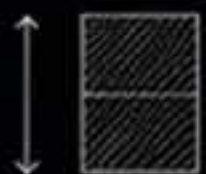
LOCATION

Low Earth Orbit



HEIGHT

25 Kilometers



CIRCUMFERENCE

Encircles Earth



POPULATION

Over 2 Billion



PRIMARY MATERIAL

Psyche Iron-Nickel Alloy



ATMOSPHERE

Standard Pressure



GRAVITY

1.0 g



DAYLIGHT

100% Natural



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.



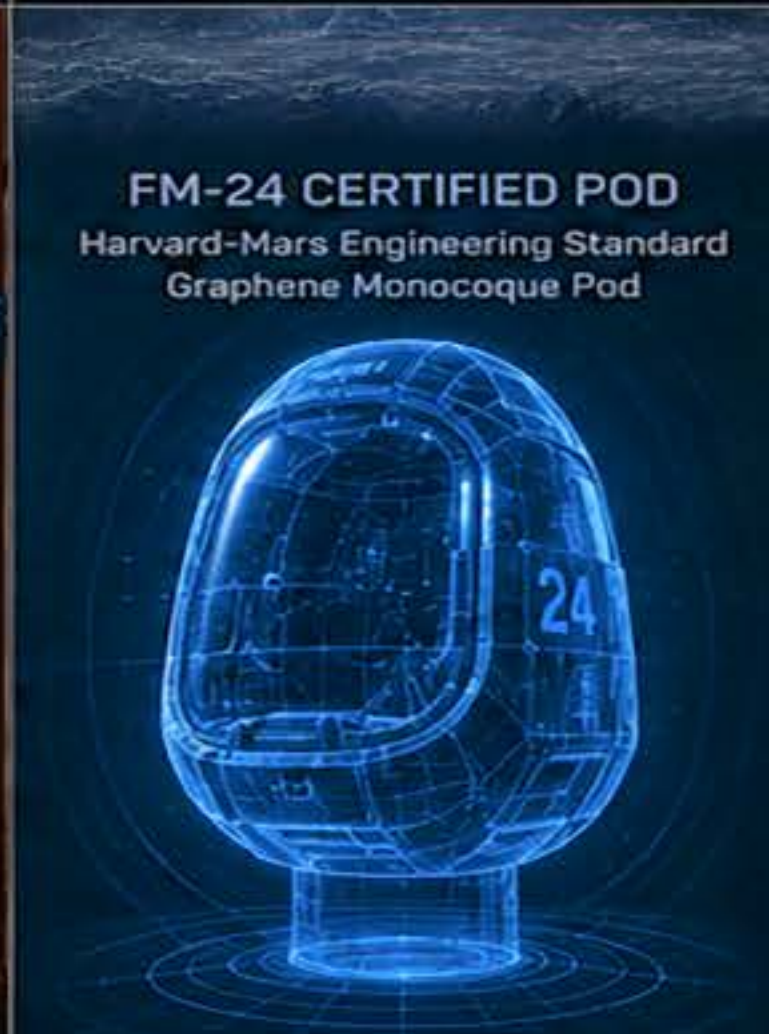
WELDING SPIDER
Precision assembly
in any environment.



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

10

The Furnace Mouth

WHERE THE SOLAR SYSTEM GETS BUILT.

Every civilization has a frontier.
On Psyche, it's measured in molten metal.
Thousands of autonomous freighters deliver
ore to atomic furnaces where the raw
materials for humanity's expansion are 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.”

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

WHEN A GENETICALLY ENGINEERED CLONE LONGING TO CHOOSE HIS OWN DESTINY AND AN UNCOMPROMISING ASTROBIOLOGIST UNCOVER EVIDENCE OF HUMANITY'S FIRST CONTACT, THEY BECOME THE ONLY PEOPLE STANDING BETWEEN EARTH'S FIRST INDEPENDENT CIVILIZATION AND **AN ENEMY THAT HAS ALREADY FOUND US.**

In **2185**, humanity has transformed the metal asteroid Psyche into the first civilization that no longer depends on Earth. Built by genetically engineered clones and powered by unimaginable mineral wealth, the Belt has become the industrial heart of the solar system.

When a young prospector, **Glenn**, discovers an alien scout ship hidden inside a crystal geode, he reluctantly joins forces with **Dr. Charlie Miller**, a brilliant Earth-born astrobiologist who refuses to be engineered into someone she's not. Together, they uncover evidence that an advanced civilization has already found Earth—and that humanity may not be the first intelligent species to reach for the stars.

As political rivalries, corporate interests, and the expanding frontier threaten to bury the discovery, Glenn and Charlie must decide whether revealing the truth is worth risking the civilization they call home.

Psyche Sector is a grounded science-fiction drama about identity, discovery, and the first civilization that no longer depends on Earth.



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
IDENTITYWANTS
INDIVIDUALITYBELONGS
EVERYWHERECARRIES
HISTORYDISCOVERS
WONDERCHOSEN
IDENTITYPROTECTS
INDIVIDUALITYBELONGS
NOWHERECREATES
HISTORYNEVER 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.

**JAYBIRD:228**

BARGE PILOT

Knows every rock,
every route, every story.
The Belt remembers.

**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

*"They don't look
sentient to me."
"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 his high-profile job**. Now working as a lowly prospector, Glenn finds an **alien artifact** among the asteroids.

02

EARTH GIRL

Dr. Charlie Miller, a wildly eccentric Astrobiologist from Earth, helps Glenn and his close friend Nick 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 Glenn **has a plan**.

04

PIRATES

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

05

DILEMA

Which is worse, a pirate attack or discovering that the solar system is about to be **invaded by meat-harvesting aliens**?

06

REUNION

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

07

RETALIATION

Using the antimatter reactor from one of the ship's giant engines, they make a bomb that they plant in the robotic harvester ship. The limo driver volunteers to **deliver the bomb** when it jumps back home.

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
EXPANSE

World Building

LANDMAN

Industrial Frontier

PSYCHE
SECTOR

ALTERED
CARBON

Identity



THE
**UMBRELLA
ACADEMY**

Ensemble Characters

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...

Every story in this universe was developed to answer a different question about humanity's future. Together they form a single narrative continuum — but each stands on its own.

WHO IS MAKING IT / PSYCHE SECTOR

WE BUILD THE FUTURE WE BELIEVE IN.

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 ultra-low-budget Roger Corman films to \$100M+ studio productions, Scott Billups has spent four decades exploring how new technology can serve timeless storytelling.

His work spans cinematography, visual effects, directing, publishing and production methodology—but the goal has always been the same: **tell better stories.**

FORTY YEARS OF SHARING THE CRAFT.

AUTHOR • EDUCATOR • INNOVATOR

DIGITAL MOVIE MAKING SERIES



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 —

