



Story Notes and Behind the Scenes at

No.'s 72 & 73 Sea-base Alpha.

This story was shot during June, which on reflection probably wasn't the best time to do it. June is a month of long daylight hours and this story is set on the seabed in total darkness. Unfortunately, the room I use for shooting scenes, doesn't block out the light as much as I would like. Photography therefore took place between 21:00 and 22:00 hours. (I work for the railway and we use the twenty-four hour clock). This was a bit of a faff (a Yorkshire word meaning, annoying), as photography was carried out over a period of several weeks.

This is my attempt at a fast moving storyline. The idea came from watching the **Thunderbirds** animation series. People say I have too much of a fascination with the series. Ah ha I reply, you can watch films, television, read books, look at artwork, listen to music in many different ways. You can enjoy watching, reading, viewing and listening to the art form for what it is. But you can also enjoy the art form in other ways. For example, observing the plot lines and structure of the adventures in the Thunderbirds episodes. The story-lines are fast moving, with disaster piled on top of disaster. Whilst ignoring questions such as how come Thunderbirds arrive at the scene of the disaster in a matter of seconds / minutes. Humour is added (it's a children's programme) and everything works out in the end. There is also a minor sub-plot, quick to introduce and tie up.

In my version, we have six people in a 'bottle situation'. That is, enclosed in a specific location(s). Five of whom are in a perilous situation, battling against the elements and coping with their and each other's emotions. And hoping they can find a way out without giving way to panic. I also gave the characters in the Sea-base, surnames that were relevant to their character. For example, Stone, who is a tough person and Edwin Vex. By shortening Edwin to Ed and adding it to his surname Vex, gives you vexed, which this character was. Not a lot of humour in this adventure.

I did do some very basic research on sea-bases. Effectively, there aren't any. The best that man-kind has achieved so far is to reach certain sea depths in submersibles for short periods. There has been no sea-base on the ocean floor at depth. Below is some information from Wikipedia, (not I acknowledge an accurate source of information), on man-kind's attempts to reach the depths of oceans.

- 1872–1876: The first systematic deep sea exploration was conducted by the *Challenger expedition* on board the ship *HMS Challenger* led by *Charles Wyville Thomson*. This expedition revealed that the deep sea harbours a diverse, specialized biota.
- 1890–1898: First Austrian-Hungarian deep sea expedition on board the ship *SMS Pola* led by *Franz Steindachner* in the eastern *Mediterranean* and the *Red Sea*.
- 1898–1899: First German deep sea expedition on board the ship *Valdivia* led by *Carl Chun*; found many new species from depths greater than 4,000 m (13,123 ft) in the southern *Atlantic Ocean*.
- 1930: *William Beebe* and *Otis Barton* are the first humans to reach the Deep Sea when diving in the so-called *Bathysphere*, made from steel. They reach a depth of 435 m (1,427 ft), where they observed jellyfish and *shrimp*.
- 1934: The *Bathysphere* reached a depth of 923 m (3,028 ft).
- 1948: *Otis Barton* set out for a new record reaching a depth of 1,370 m (4,495 ft).
- 1960: *Jacques Piccard* and *Don Walsh* reached the bottom of the *Challenger Deep* in the *Mariana Trench*, descending to a depth of 10,740 m (35,236 ft) in their deep sea vessel *Trieste*, where they observed fish and other deep sea organisms.
- 2012: The vessel *Deepsea Challenger*, piloted by *James Cameron*, completes the second manned voyage and first solo mission to the bottom of the *Challenger Deep*.
- 2018: *DSV Limiting Factor*, piloted by *Victor Vescovo*, completes the first mission to the deepest point of the Atlantic Ocean, diving 8,375 m (27,477 ft) below the ocean surface to the base of the *Puerto Rico Trench*.^[15]

