

SCI-FI NOIR: *BLADE RUNNER*



PHILIP K. DICK

- DEFINED CONTEMPORARY SCIENCE FICTION PERHAPS MORE THAN ANY OTHER AUTHOR
 - *THE ADJUSTMENT BUREAU (1954)*
 - *MINORITY REPORT (1956)*
 - *THE MAN IN THE HIGH CASTLE (1962)*
 - *TOTAL RECALL (1966)*
 - *DO ANDROID'S DREAM OF ELECTRIC SHEEP? (1968)*
 - *A SCANNER DARKLY (1977)*

PHILIP K. DICK

- CHARACTERS
 - OUTSIDERS AND ANTI-HEROES
- PLOTS
 - BIG CORPORATIONS, AUTHORITATIVE GOV'T, SOCIAL DECAY
- THEMES
 - NATURE OF "REALITY" AND CONSTRUCTION OF IDENTITY
- IN THE PARANOID AND UNSTABLE WORLDS OF PHILIP K. DICK
 - "REALITY" IS FRAGILE
 - "IDENTITY" IS HARD TO DEFINE
- WRITING 25 YEARS BEFORE "CYBERPUNK," HIS WORK MIGHT BEST BE UNDERSTOOD AS *PROTO-CYBERPUNK*

BLADE RUNNER

-DIRECTED BY RIDLEY SCOTT (1982)

- SETTING
 - EARTH: 1992 (2021) POST RADIOACTIVE FALLOUT
- PLOT
 - TO ENCOURAGE EMIGRATION TO OFF-WORLD COLONIES, ANDROID SERVANTS ARE GIVEN TO FAMILIES WHO CHOOSE TO LEAVE
 - SOME ANDROIDS HAVE FLED TO EARTH TO ESCAPE SLAVERY
 - DETECTIVES (BLADE RUNNERS) HUNT AND “RETIRE” FUGITIVE ANDROIDS
- ANDROIDS
 - MADE OF BIOLOGICAL MATERIALS INDISTINGUISHABLE FROM HUMANS
 - TO DETECT ANDROIDS AN “EMPATHY TEST” IS APPLIED



GENRE: SCI-FI NOIR

- A NEW TAKE ON AN OLD GENRE: THE “HARDBOILED” DETECTIVE NOVELS AND FILMS POPULAR WITH AMERICAN AUDIENCES FROM THE 1920s-40s
- NOIR: A DARKER (FIGURATIVELY AND LITERALLY) REPRESENTATION OF MODERN LIFE, ITS HERO IS OFTEN A DISILLUSIONED OR ALIENATED LONER

PLOT

1. DETECTIVE APPROACHED BY CLIENT
2. INFORMATION GATHERED
 - a. SOMETHING STOLEN
 - b. SOMEONE MISSING
 - c. SOMEONE KILLED
3. RISK ASSESSED AND MONEY NEGOTIATED
4. DETECTIVE INVESTIGATES
 - a. LEG-WORK
 - b. CALLS IN FAVORS
 - c. BUYS OR MUSCLES INFORMATION
5. CASE TURNS RISKIER THAN EXPECTED
 - a. ALWAYS GUNPLAY AND/OR FIGHT
 - b. USUALLY SOMEONE DOUBLE-CROSSED

SETTING

1. URBAN
2. NIGHTTIME
3. BARS, BACK ALLEYS, AND HOTELS
4. CRIMINAL LAIRS



CHARACTER

1. "HARDBOILED" PROTAGONIST
 - TOUGH, BLUE-COLLAR, DISTANT, SARCASTIC
2. WEALTHY, EVIL MAN
3. "FEMME FATALE"
 - SEDUCTIVE, POSSIBLY EVIL, WOMAN
4. CRIMINALS
 - GANGSTERS, CROOKS, AND THUGS
5. DOUBLE-CROSSER
 - CONNIVING, TWO-FACED SOURCE OF INFO



TONE

1. GOOD AND BAD BLURRY
 - *CHARACTERS*
2. RIGHT AND WRONG BLURRY
 - *MOTIVES AND ETHICS*
3. DARK
4. WET
5. SMOKY
6. DIRTY

