

A futuristic, dark, disc-shaped spacecraft is shown flying through a dense, glowing, blue, coral-like structure. The structure has intricate, branching patterns and a shimmering, ethereal quality. The background is a deep blue, suggesting a vast, open space or a deep-sea environment. The overall atmosphere is mysterious and high-tech.

ORIGINAL SCIENCE-FICTION SERIES · SEASON ONE · 8 × 50 MINUTES

The Horizon Dawn

Faster-than-light travel is never unassisted — every jump needs the permission of a living, AI-grown lattice of beacons. Vincent 'Latch' Naaktgeboren, a stripped hybrid and freelance courier, flies a ship with an off-register keelstone: a vessel that, legally, should not be able to move at all.

Created by Chris Cundey · Pitch visualization by Idea Engine Pitch Studio



THE SHOW

Who gets to move — and who gets to decide?

Faster-than-light travel exists, but the galaxy never stops moving. Every safe jump needs a fix from the Beacon Lattice: an intelligent, AI-grown network that decides who may cross the horizon.

Vincent 'Latch' Naaktgeboren is a stripped hybrid — his childhood augments were removed as punishment — and a freelance courier who never meant to keep the ship he lifted from an impound slice.

The Horizon Dawn carries an off-register keelstone: real grown hardware with a dead or forged registry. Only Latch can pick it cleanly. Every week he doesn't give it back, the joyride becomes more like a captaincy.



The Beacon Lattice. Beacons are grown, not built. Lawful jumps need three lights: origin, destination, witness.

CHARACTERS

The crew.



Vincent 'Latch' Naaktgeboren

Captain by attrition. Access mechanic, sealbreaker, protocol locksmith. Unaugmented — and furious about it.



Pixie (Paxine Vell), 25

Stowaway from Tinder Halo with a promise to keep: go back for her sister, Saska.



Dawnward

The ship's Crewmind. No avatar; speaks through light, doors and pressure. Refuses direct lies but omits context.

THE SHIP

A habitable island inside a mostly dead hull.



The Horizon Dawn on the Veyr apron: ex-survey hull, re-keeled, under a dead registry.



The keelstone bay: unkeyed, with no rightful Lock Guild operator.

INTERIORS

Curved sightlines. One room with no AI.



The donut-ring corridor — primary circulation with no end-to-end view.



The Quiet Room: no AI presence, by treaty between Vincent and Dawnward.



Hollows. Beacons that fall silent. Smugglers navigate by them like sailors by dead lighthouses — and some Cold-Lane travelers arrive wrong.



WORLD

Mobility · Identity · Dependency.

- **Mobility** — The Lattice, Cartographers, keelstones and smugglers: who is allowed to cross the horizon?
- **Identity** — Naturals, Restored, Extended, Concordants and Als: what counts as a person?
- **Dependency** — Colonies, medicine, ship access: when does protection become ownership?
- **The Compact's motto** — “No one has the right to arrive as someone else's catastrophe.” True, humane — and easily abused.

TEXTURE

Bureaucracy, salvage and the cost of a jump.



Veyr Anchor impound: where the Horizon Dawn was 'acquired.'



A translation. Two-light jumps are emergencies; blindcasts brand a hull forever.



COMPARABLES

Tone and comps.

- **The Expanse** — Grounded physics, politics as navigation.
- **Firefly** — A small crew, a ship that shouldn't fly, a captain by attrition.
- **Andor** — Systems of control seen from the people inside them.
- **Format** — Eight 50-minute episodes; serialized, crew-driven, world-expanding.

PITCH VISUALIZATION

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All imagery in this lookbook is AI-generated visual development (Seedream 5.0 Pro via OpenRouter and earlier storyboard passes), art-directed by a human. The world bible and characters are the creator's own; AI was used for visualization only.