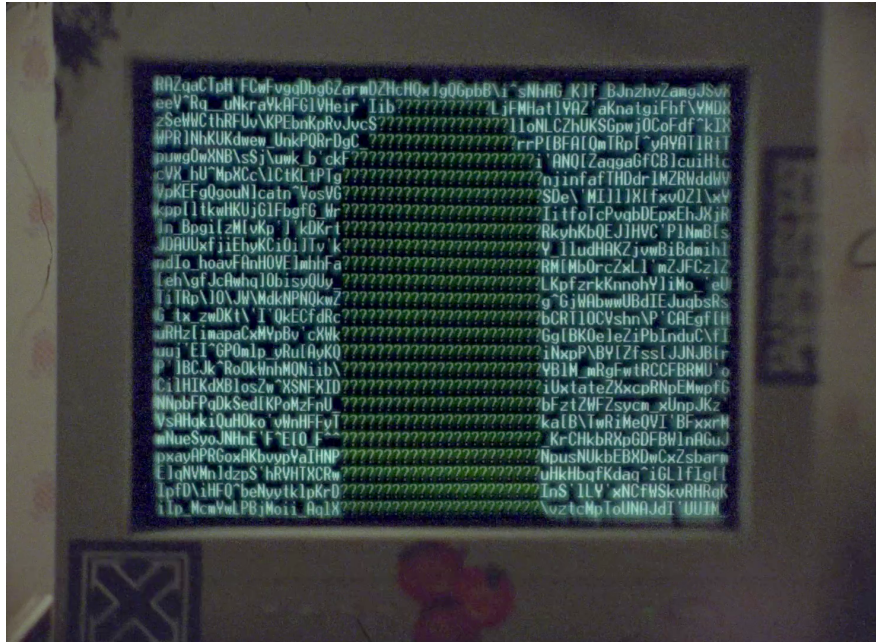


CD-Trip

Written & Directed by Michael Biggs

2021 / 13 Minutes / United States / English



Logline:

The surrealistic cyber-adventure that will become your nightmare

Summary:

In the year 1997, a young woman becomes sucked into a cryptic game involving computer programming and the early Internet. As she gets deeper into her enigma, her roommate gets deeper into spaghetti dependence.

**Cast:**

Karley Parker

Aaron Kramer

Sage Paterson

Geoffrey Leonard

Crew:

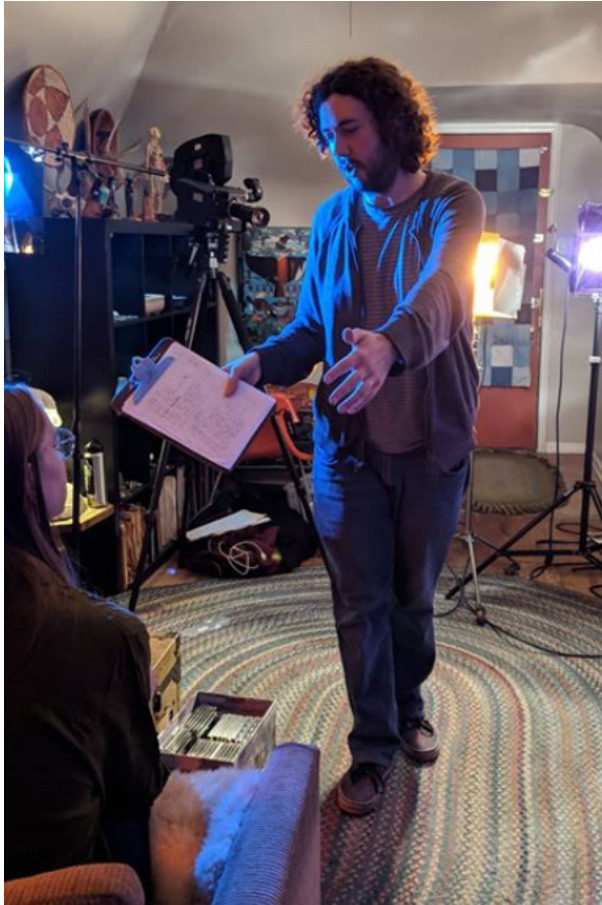
Michael Biggs - writer & director

Geoffrey Leonard - assistant director

Cleo Ricks - art director

Andrew Alba - set designer

Andy Cvar - special video sequence



Michael Biggs
Writer / Director

Michael Biggs lives in Salt Lake City and likes to make weird stuff with his friends. He has directed several short films and music videos, including *I Have Fear* and *Black Weeds*. He also produces music, often under the moniker St. J.

He can be reached on Instagram @michaelbigg5 @_st_j_ and on his website at michaelbiggs.net

Karley Parker

Tracy

Karley Parker is an artist and musician that has starred in a few short films in Salt Lake City. She currently lives in Pittsburgh, PA with her husband and dog.

To check out her art and music visit her Instagram accounts: @karleyparker @muzzletung



Aaron Kramer

Brady

Aaron Kramer is based out of Chicago, and has been acting on stage and in film for almost 20 years. They've most recently been in *Where Monsters Lurk*, a short film produced by Lindy Stokes, and is starring in the upcoming feature film *The Whole Lot* directed by Connor Rickman.

They can be reached on Instagram @aaron.d.kramer



Director's Statement

The idea started as simply the title, "CD-Trip," which popped into my head one day. It suggested a lot to me - it reminded me of the late '90s - a time when everyone who liked computers were outsiders.

I was a kid around this time, and I spent many hours tinkering with my family's first computer, a DOS machine soon upgraded to Windows 95.

I later became acquainted with early "cyber culture" writings by thinkers like Ted Nelson, R.U. Sirius, and Timothy Leary that envisioned ways that cybertechnology could change the world for the better.

This film is my attempt to recreate the way computers felt to me back then.

It's an attempt to circle back to the past and remember the hopeful future computers and the Internet once suggested.

FAQ



How long did it take to make this film?

I got the first inkling of an idea circa 2013, and developed the script slowly over the next few years. Shooting took place between 2018 and August 2019, and post production (mostly sound design) took about another year and a half to get right. It was a longer process than usual, but I think the slow pace of development lends the film a unique quality.

What did you shoot on?

16mm film! I kept costs down by shooting with a cheap camera I got off of eBay, and mostly using first or second takes. Shooting film on an extremely small budget has its challenges (which contributed to the slow shooting time), but I found it to be very rewarding.

Is the main character supposed to be a "hacker"?

Yeah, I guess in the original sense of the word. (Originally the term "hacker" denoted a hobbyist who enjoys tinkering with code and computers, while the term "cracker" was used to describe someone trying to steal secrets, get unauthorized access, etc.) It seems odd to me that nearly every portrayal of a "hacker" in media is as a "genius" doing something illegal. I

wanted to portray a more realistic “hacker,” motivated by curiosity and exploration.

Is the code in the film real code?

Sure is. I wanted the code shown in the film to be “realistic” - that is, code that would realistically have been written by a novice in 1997.

What about the “CD-Trip” program itself? Is that a real program?

Did I mention it took a long time to make this film? Yes. I thought about designing something in After Effects, but in the end it turned out to be much easier to get the effect I wanted by actually writing a DOS program in C++. My early memories of tinkering with programs involve lots of DOS programs that have this vibe. (I thought about trying to make a release of it available to the public, but it’s probably not worth it. It doesn’t make any sound, and it definitely doesn’t get you high. Whatever. It’s on Github.)



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