

SYSTEMS

by Jesse Blaskovits

Systems is a cinematic anthology centred around common themes, philosophies, and an underlying mathematical framework. Projects are divided into two phases: the Systems Universe and the Systems Metaverse.

Visit [Public Studio](#) to explore the projects of the Systems Universe, and the proposed set of web 3 tools that Public Studio features. To learn more about the individual stories of the Systems Universe, visit [Stories](#). To gain a bird's-eye view of the entire system, continue reading.

Inciting Incident

This marks the beginning of the Systems Universe and the Systems Metaverse. This document serves as an introduction to the stories, rules, and mission of the franchise.

Originally, Systems was a stand-alone feature-length psychological thriller about a writer's descent into madness, but eventually it expanded into a tetralogy, an eight season series, a philosophical doctrine, a web 3 experience, and much more. What connects the projects of the Systems Universe and Metaverse are the shared themes of existentialism, self-reference, consciousness, and the underlying mathematical pattern called the Fractal 8 System.

The Systems Universe

The Systems Universe is the first phase of the Systems franchise. It is a collection of original projects developed by Jesse Blaskovits, and curated by fans on web 3. Systems, the original script, is the big bang to the Systems Universe. This original story holds the DNA that shapes the rest of the universe. Themes, characters, objects, and more, from the original film, act as a template for all other projects.

Main Projects

Systems

The Making of the Making of Systems

A Man in a Room

The Systems Series

The Systems Metaverse

Projects in the Systems Metaverse are completely fan-created and include no oversight by Jesse Blaskovits. This second phase in the franchise serves as a stepping off point for fans to take on creative responsibilities. So long as projects adhere to the culture that's been laid out in the Systems Universe, an infinite number of projects could be added to the metaverse, no matter the medium. So long as the parameters found within the original film of the Systems Universe are followed, the same stories can be retold in new and exciting ways by an unending roster of creators.

Fractal 8 System

Both the Systems Universe and Systems Metaverse are governed by the Fractal 8 System, an underlying mathematical framework that all creators must consider. It's a simple system that, if followed, allows any project to be considered as a Systems project. With a simple set of rules, a great complexity can emerge. The Fractal 8 System begins with the original film. Its purpose is twofold. First, a cinematic puzzle. Audiences love connecting dots. In Systems, audiences are encouraged to deconstruct the very film they're watching. Secondly, it's a plot device.

In the second act of the film, as Danny becomes aware of his cinematic existence, he finds an egg timer and times the length of each scene. He discovers that every scene is 128 seconds long and that there are exactly 64 scenes in the film. Upon further investigation he learns that the entire film is governed by a mathematical pattern called the Fractal 8 System. Select objects, props, characters, locations, etc all occur an x number of times, where x is 1, 2, 4, 8, 16, 32, 64, or 128. This set of numbers are the first 8 powers of 2.

For example, the red notebook might appear 32 times in the film, someone might open it 8 times, and someone may write in it 4 times. By analyzing the math that governs the structure of his reality, Danny aspires to learn more about his own existence. He makes it his life's purpose to decode the system. Tragically however, Danny can't escape the existential truth: no matter how much he deconstructs the system, the credits have to roll; existence must come to an end.

Creators can make any element (ie, prop, costume, location, etc) a fractal element simply by having it occur x times in the project. The more a project makes use of the fractal system, the more fractal that project is. Archetypal elements are fractal elements from the original film. The red telephone is a fractal element, and so is the cabin in the woods. Creators of the Systems Metaverse get to choose how archetypal and fractal to make their projects.

Content

Projects of the Systems metaverse can range from shot-for-shot remakes to more divergent projects with only small homages to the Fractal 8 System. Project mediums are theoretically endless too. So long as the rules are followed, it does not matter how a project is artistically expressed. Projects within the Systems Universe have been developed on the following platforms:

- Film
- TV
- Board Game
- Blog

And could be imagined on the following platforms:

- Music
- Webseries
- Graphic Novel
- Vlog
- Podcast
- Art Gallery Exhibition
- VR Movie
- Mobile App
- AR Experience

Projects

The Systems Universe already has a foundation of completed content. Among the scripts written, some video projects have also been completed.

Video - Complete

The Making of the Making of Systems

Systems Teaser

Consciousness

So Many Thoughts

Who is Jesse?

Video - Upcoming

The Making of the Making of Systems Trailer

The First Tour

History of the Systems Universe

Systems First 16 Minutes

A Man in a Room Short

Store

NFTs

Shots, scenes, and sequences from the film.

Dailies (unedited shots)

Screen Captures

Voice Recordings

Photos from Set

Project Files

Physical

Merchandise

Physical notes from the real making of Systems

Props from the set

Themes / Ideas

Consciousness. Philosophy. Existentialism. Meaning-Making. Free Will.
Determinism. Self-Reference. Insanity. Aliens. Occult. Genius. Infinite. Regress.
Feedback Loop. Art Legacy. Suicide. Technology. Theory of Everything.
Godhood. Breaching Reality. Death. Mathematics. Infinite Existence.
Meaninglessness

Visit [Stories](#) to learn more about the stories of the Systems Universe.

Case Studies

Mathematics

Primer. Pi. Coherence.

Dialogue Heavy

Before Sunset. My Dinner with Andre

Meta

Matrix Resurrections. Bandersnatch. Adaptation. Synecdoche New York. Seven Psychopaths. Stanley Parable.

Episodic

Black Mirror. Rick and Morty. Goosebumps. Dirk Gently's

Team

Casting

Vincent Hinch - Danny

Jesse Blaskovits - Jesse

Production

Sina Nazarian - Producer / AD

Sandeep - Production Manager

Tania Rahimikhoshavaz - Art Director

Lee Gerlach - Director of Cinematography

Javier Franco - Storyboard Artist

Marc Monten - Sound

Music - Bryan Cusak

Tugg Phipps - Equipment

Timeline

Apr 16, 2022 - Develop Public Studio

Aug 2, 2022 - Announcement of The Systems Metaverse

Jan 1, 2023 - Begin Prep on A Man in a Room

Aug 8, 2024 - Begin Prep on Systems

Tasks

- Export MMS NFT examples
- Export MMS light version
- Organize Entire Google Drive (Main - SOC, SOT, LOT, SU)
- Manage Backups
- Import Media to Websites
- Finalize Public Studio / Existential Productions / Jesse's Metaverse
- Complete Engagement Plan
- Complete Copy for all Websites
- PS EP Video Adjustments
- Index all Stories
- Develop Systems Script
- Develop Fractal Breakdown / Script Appendix
- Cold Emails to Executives/Setup Routine

Links

Documents

Business Plan

Stories

Scripts

Systems

A Man in a Room

A Man in a Room 2
A Man in a Room 3
Ep 1 - The Fractal System and the Infinite Systems Universe
Ep 2 - Masterpiece Insanity
Ep 3 - A Man in a Room
Ep 4 - Systems
Ep 5 - Deconstruction
Ep 6 - Chaos Riot & the Reckoning Master
Ep 7 - The Spiral Death Trip
Ep 8 - The Making of the Making of Systems

Websites

Public Studio
Existential Productions
Jesse's Metaverse

Social Media

Discord
Instagram
Medium
Substack
Twitter

Domains

Jesseblaskovits.com
Jessesmetaverse.com
Systemsmovie.com
Blaskovits.ca
Existentialproductions.ca