Moment One - Synopsis

Montreal, near future. This is a world where each person has their own personal heads-up display via augmented-reality contact lenses and auditory implants, and we are all logged into a shared electronic fabric at all times.

Jennings and Clarke, a couple of programmers, have been developing software that makes projections of people based on their personal digital histories, and tonight is the night to test it with a group of friends.

Things get challenging when one of the friends, Celeste, is confronted with a simulation of her late boyfriend Max. The projection, built from data culled from all of the friends, is a better simulation than expected. It seems to be just like the original Max; they have created a digital ghost. How much of what they're seeing is Max? Is Max in there somewhere? Can Celeste and her friends simply shut it down at the end of the night?

The experiment of building avatars based on our digital lives is a glimpse into the very near future: we are already uploading parts of ourselves into a digital universe without having thought out all the consequences. This is where we are going to live. Sooner than we think.