

## Project Synopsis

Sanctuary is a superhero origin story distributed as re-mixable speculative fiction. This is a film you can mess with – a live action graphic novel that can be enjoyed simply as a linear feature film pilot but which also is an interactive title. The target audience can re-version and customize any element of the work to create 'MODs' for any viewer to download.

In the near future, Blake is a sixteen year old girl in small town Australia. In the space of 24 hours she goes from being an unruly school kid to one of the State's Most Wanted. After witnessing the death of her father, Daniel, she adopts his legacy in a way he would never have imagined.

### Blake vs Daniel

Blake is traumatised by seeing Daniel killed, convinced that she is responsible for his death, and plagued by guilt that they parted on bad terms.

### The Activists vs The State

Someone in government has devised a plan to discredit a group of eco-activists, including Daniel, by framing them as terrorists and implicating them in the destruction of the State's last remaining wildlife sanctuary.

### The Real vs The Virtual

The development of virtual worlds in 2012 is accelerating at the expense of the real world.

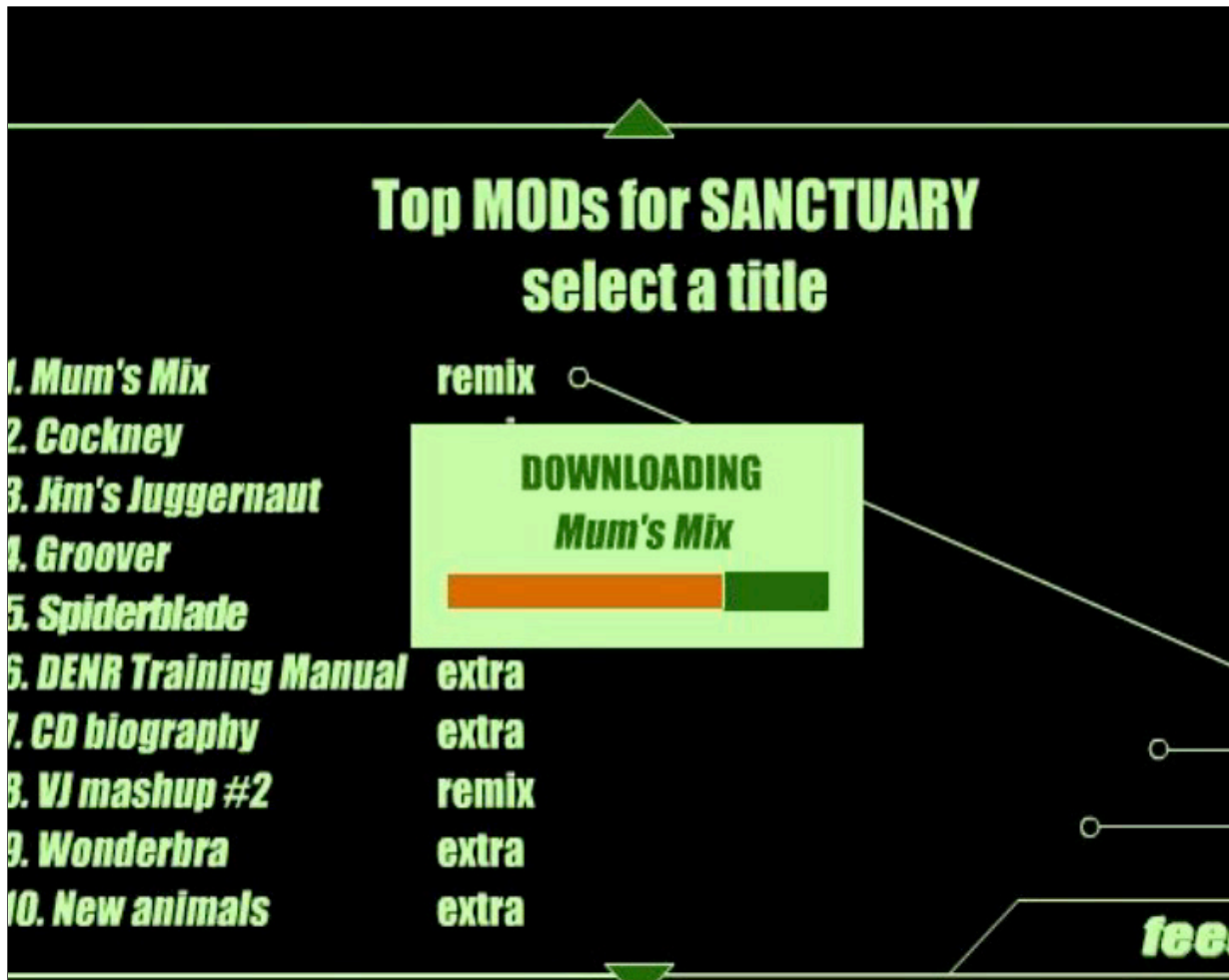
## Deliverables

### Sanctuary live action short film



**Sanctuary** will be a stand-alone short film distributed through traditional channels – short film festivals and related distribution (e.g. online, DVD, Blu-Ray). It acts as a pilot for an already developed feature film property *ten weeks in the head bin* which was been sold to Brilliant Digital Entertainment and considered by DC Comics as a virtual reality Batman property. All rights have since been regained.

### Sanctuary remixable edition (Blu-Ray, PC, Mac, Xbox Live, Wii, Sony PS3)



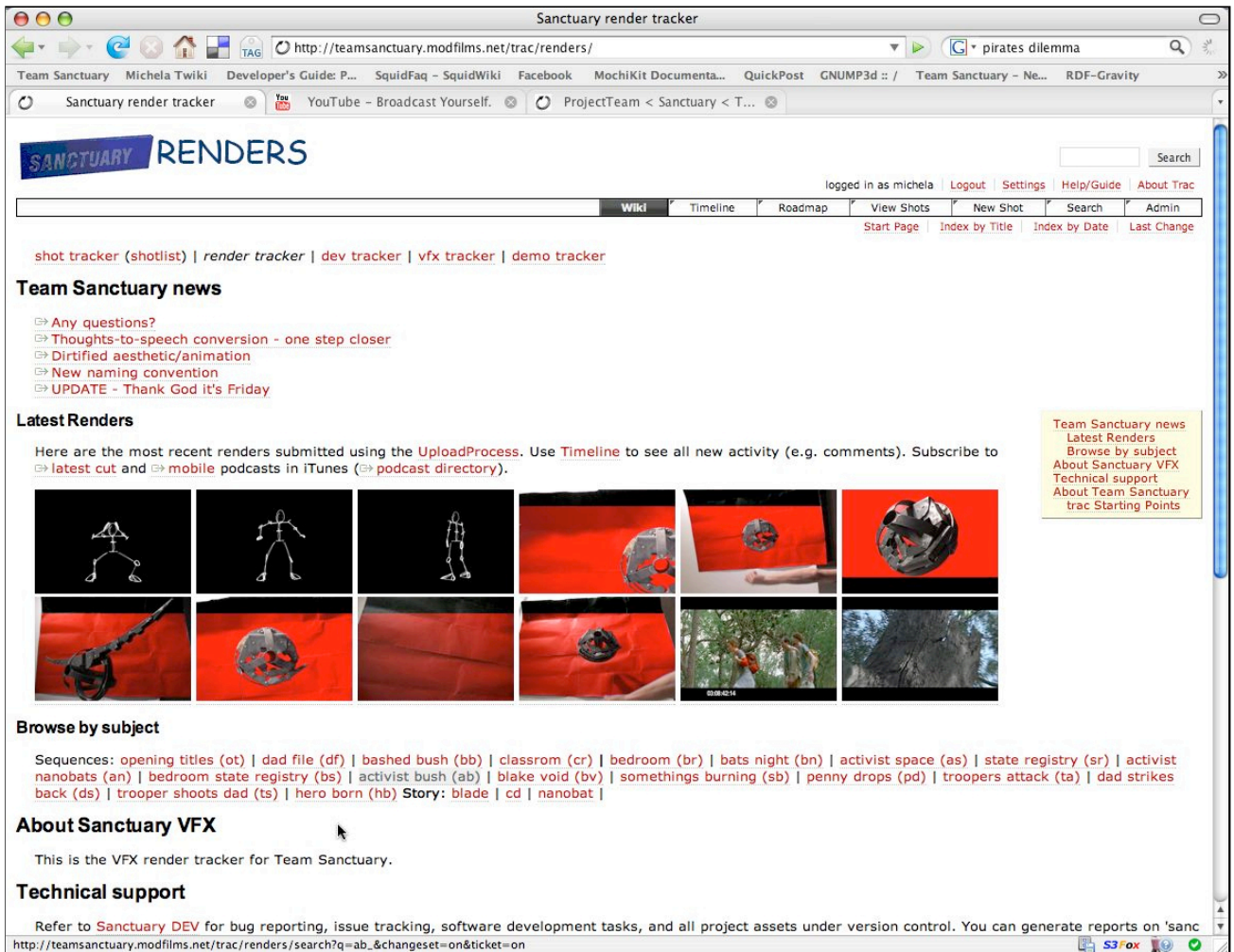
**Sanctuary** will be released subsequently as a 'remixable film' using a revolutionary new "RIG" format that supports "film MOD" plug-ins. You can mess with the film like a musical instrument or creative tool. Or simply watch what others have done with it. The "MOD" reference in the name of the production company (MOD Films) refers to the video game paradigm where developers actively encourage the most highly skilled audience members to modify their work – extending their shelf life. The RIG allows new data (e.g. edit decisions), new media (e.g. audiovisual files) and new code (e.g. video game interactivity) to be "bolted on" to the original linear material.

The idea explores how film-making can become a more sustainable process when combined with forms of digital production and where more direct use of material is technically and legally plausible.

Two bolt-on applications are bundled with **Sanctuary** (i.e. two sample MODs).

- **GROOVER** – a game in which CD, a character in the story, gets in your way – blocking you from watching the film if you don't the rhythm right
- **SWITCH** – a DJ/VJ instrument which lets users "play" **Sanctuary**, triggering and scratching film elements like a musical instrument using third-party audio/visual software.

### **Team Sanctuary online network**



An online framework of production and community services that allow the original production team and our core audience (media and data mashup / remix practitioners) to re-use the full set of digital assets that make up **Sanctuary**. Home re-use and professional re-use is encouraged. The most successful work is marketed and distributed as MODs (i.e. plugins) for *Sanctuary* – the remixable edition. This is interactive entertainment for people who do not play video games. Over and above watching the linear film, they can enjoy experiencing MODs created by the core audience of remixers.

## Status

- Sanctuary has been shot (as a [world-first](#) 35mm production), edited and is mid-way through VFX post-production. (see [latest cut podcast](#))
- Prototype software and design proof-of-concepts have been created (see [MOD Films web site](#))
- The network is in active development. It has been stealth tested as a white label subscription service by feature film, TV series, video game and internet clients through MOD Films' spin-off service Rack and Pin (see [slideshow presentation](#)).

Revision: r1.14 – 18 Jun 2009 – 21:20 – [MichelaLedwidge](#)

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