

# SANCTUARY



# Synopsis

Sanctuary is a re-mixable live action graphic novel. 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

A teenage girl is traumatised by seeing her father 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 local activists by framing them as terrorists and implicating them in the destruction of a wildlife sanctuary.

## The Real vs The Virtual

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

# About MOD Films

MOD Films is a film production and tools company at the forefront of the convergence of the film and game industries, enabling film and media assets to be re-used more easily, more freely and more profitably for a wide range of purposes.

The pilot production, Sanctuary, is both a feature film pilot and a technology demo of a new kind of film DVD product. Once the film has had its run of the festivals, it will be released for sale under a pioneering marketing and distribution plan. The plan is divided into three parts:

## 1) Cinema

Sanctuary is first and foremost a stand-alone short film. It will go into production in Sydney end of March 2005.



## 2) Interactive title

Sanctuary is also being developed as a "re-mixable film" prototype - a film you can fiddle with as a piece of software.

This demo is aimed at interactive publishers and distributors. It will allow new data (e.g. edit cues), new media (e.g. sound) and new code (e.g. a game) to be "bolted on" to the original material.

The idea is to explore how film-making can become a more sustainable process wherein more direct use of material is technically and legally plausible. As part of this project, two sample applications for fiddling with Sanctuary (i.e. two MODs) will be created.

## 3) Online community (modfilms.net)

As part of the re-mixable film demo, a private online community will be invited to re-use the full set of digital assets that make up Sanctuary and publish their own MODs online. Home re-use and professional re-use will be encouraged. The most successful work may be packaged as MODs (i.e. plugins) on the film DVD itself.

# Contact Information

For more information on the project, including sponsorship and investment opportunities, please visit: <http://modfilms.com> or contact:

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