



# ARCHAIC

PITCH DECK





# LOGLINE

It was supposed to be a fun trip to wine country, researching a college paper and enjoying friends. But when they discover an ancient creature has enslaved the town and threatens to spread, they realize they might be the only ones who can stop it from destroying the world.





# SYNOPSIS

Karen had planned a nice weekend trip with her fiancé and friends to research their group term paper. She tried to ignore the fact that Larry and Christy were far more interested in wine tasting than researching in the small central California town they were headed for. Karen had even invited Jason, a family friend who was majoring in archeology, hoping for an advantage with their grade. They were poised for a fun weekend in the middle of nowhere, her perfect idea for a vacation.

But after arriving, and experiencing the creepy small town and its inhabitants, a cryptic call from the site of the excavation they were researching draws them in to their studies sooner than expected. At the site, they are shown a group of strange cocoons buried in the quarry, only just uncovered after what had to be an eon buried, from a time when that area was deep beneath the ocean. What is more strange is that one of the cocoons is empty, the insides still damp, as if whatever was in it had only recently hatched.

Eager to take advantage of the discovery, Jason brings an unhatched cocoon back to the hotel, hoping they could study it more. But what is born in the tiny hotel bathroom is more than any of them expected, and soon the group finds themselves at the mercy not only of the strange creatures, but also the townspeople, who seem to be under their control.

Trying to escape, hoping to warn the authorities in the nearby city, they quickly realize that nobody will believe their story. As the creatures' control increases, and the townspeople seem poised to spread the infestation to the rest of the world, Karen realizes they might be the last and only hope to stop them.



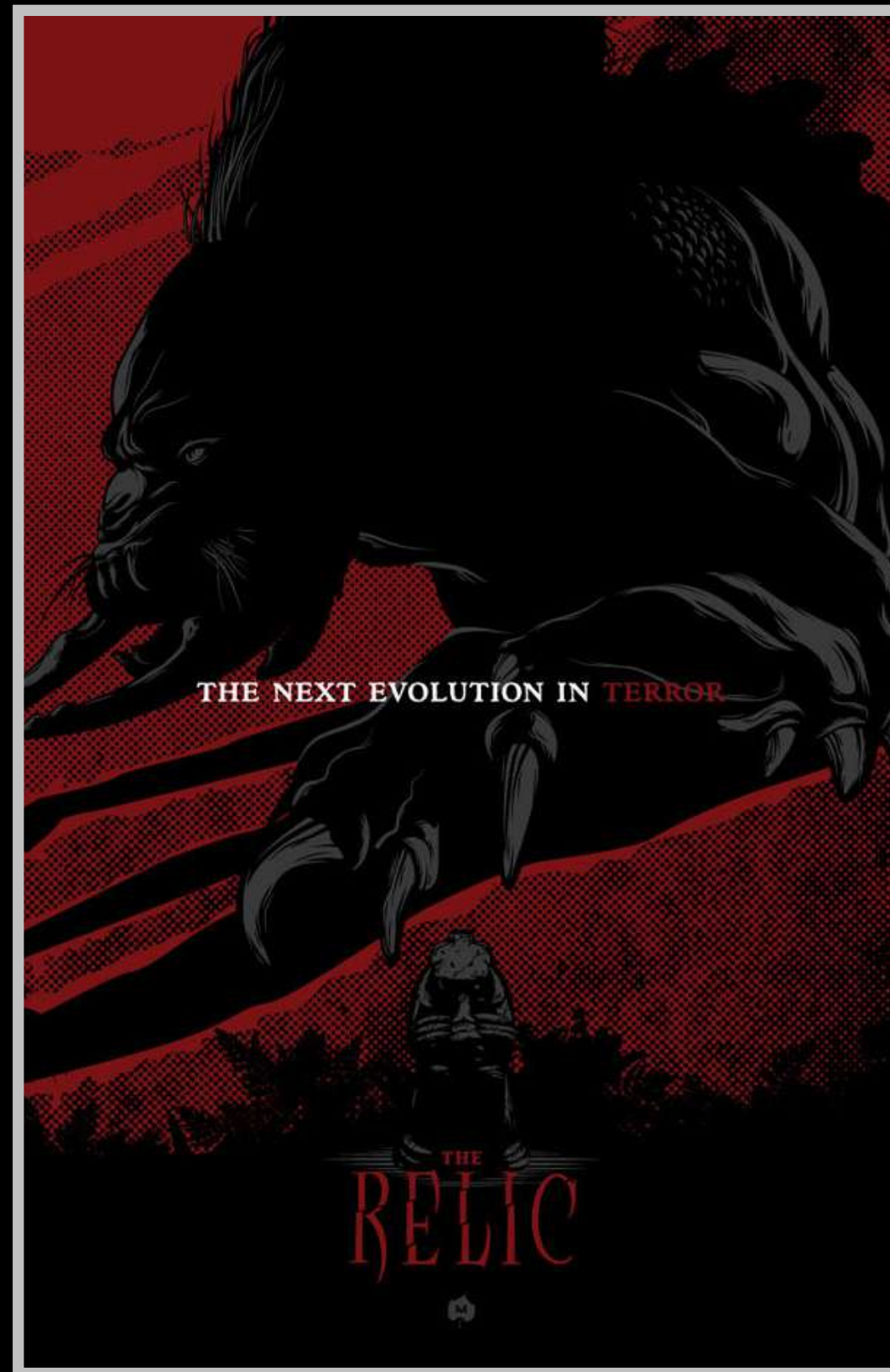


# SELECTED ART BOARDS





# COMPARABLE FILMS





# CHARACTERS

## Descriptions & Sample Looks

### Karen (20)

The spirit and grit of the group. Tenacious yet kind, she is both the glue and the fire that keeps things moving.

Karen shares a secret with David, her boyfriend, a plan to start a new life with him on the trip. But events steal away her chance for happiness, and force her to confront a horrible nightmare.



### David (21)

The quarterback, the Prom King. But David is also smart, with a wry sense of humor and a powerful spirit. With Karen he feels like he can be an adult. With Larry he tries to hold on to the kid still in him.

He loves Karen more than anything, and will do anything to protect her.





# CHARACTERS

## Descriptions & Sample Looks

### Jason (22)

Jason is the savvy, independent one, having to stand on his own from a young age, and holds enough resentment to those around him because of it. A true rebel, he refuses to fit in, which causes him trouble around every turn.

He has lived next door to Karen for most of his life. She is like family. She IS family. But deep down he cares for Karen more than she knows.



### Christy (20)

Karen's best friend, Christy relies on her for everything but her choice in boys or fashion. She's not an airhead, but she finds playing one at times gets her what she wants, with the right guy, like Larry.





# CHARACTERS

## Descriptions & Sample Looks

### Larry (20)

Where David is the quarterback, Larry is the middle linebacker, a guy used to slamming opponents and protecting his own ground. He knows David could do better for a best friend, he just hopes he never realizes it.

Instead, he spends his time on his most base instincts; groping his girlfriend and finding ways to antagonize Jason... just because he hates nerds.



### Thomas (60's)

Thomas has seen it all in his small town, and prefers to hide away in his little motel, hoping he doesn't have to deal with the world outside. He knows there's more to life than drinking and playing bingo, but it takes a lot to remind him of that.

Thomas has a big heart. It's just buried underneath years of "I don't give a crap."





# Key Crew

## John FK Parenteau

Writer/Director

Growing up in a small town in Oregon, John's thoughts about dark creatures in the night began early. From days marching through the deep forests of the Pacific Northwest in search of Bigfoot, to dark, quiet nights where he swore he could hear something big and mysterious outside his bedroom window, John never had a shortage of creepy moments.

John attended the University of Southern California's School of Cinematic Arts, and upon graduating began a long and successful career in the entertainment industry. He began as a cinematographer, shooting a wide variety of feature film, commercial, documentary and stunt photography. Since then, John's work has spanned nearly every aspect of motion picture production and post, with highlights including his position as General Manager for Steven Spielberg's visual effects facility Amblin Imaging, producing horror thriller *Danika* starring Marisa Tomei, and an Emmy Award® for his work on *Star Trek: Voyager*.

John has become a noted speaker on all things filmmaking, having lectured and taught on topics such as cinematography, post-production, directing, writing and more.

John is uniquely suited to make *Archaic* his feature film directorial debut.





# Key Crew

## Alec Gillis

Special Effects/Creature Designer

Alec Gillis grew up watching genre movies. Watching is a bit of an understatement. He devoured them. Early memories of movies such as *Zulu!* and *Planet Of The Apes* inspired Alec to make his own backyard epics. A childhood spent creating monsters in his mother's garage led him to a job with Roger Corman at age 19. There he met film newcomer James Cameron, with whom he worked on several low budget sci-fi films under the Corman shingle.

In 1985, after taking time off to go to UCLA Film School, Alec was brought on to *Aliens* by Cameron. On that film he became a Creature Effects Supervisor for Stan Winston. After racking up credits on top '80's creature films like *Predator*, Alec left Stan Winston's and co-founded Amalgamated Dynamics, Inc. with another Winston alum, Tom Woodruff, jr.

After A.D.I.'s first feature *Tremors*, business boomed and the duo won accolades for their work, including Academy Award nominations for *Alien 3* and *Starship Troopers*. *Death Becomes Her* earned them an Oscar® for Best Visual Effects, and they have gone on to contribute to many of the most recognized genre films of the last 3 decades. The pair's work has garnered multiple other awards such as the British Academy Award, multiple Saturn awards, and even a Golden Doozie Award.

A.D.I. is nearing its 30th anniversary and still going strong. Gillis and Woodruff's recent work can be seen in the upcoming *Bright*, Shane Black's *The Predator* and *IT*.





# BUDGET

## Top Sheet

Acct. No.	Category	Total
100	Screenplay	\$250
600	Producers Unit	\$20,000
1100	Direction	\$23,750
1600	Stars and Principals	\$50,000*
2100	Production Staff	\$95,000
2600	Cast & Day Players	\$81,233
3100	Production Design	\$27,000
3600	Extra Talent	\$27,840
4100	Grip & Set Operation	\$74,950
4600	Special Effects	\$180,000
5100	Set Dressing	\$40,750
5600	Property	\$26,125
6100	Wardrobe	\$24,231
6600	Hair/Makeup	\$43,438
7100	Electrical	\$38,763
7600	Camera	\$61,475
8100	Production Sound	\$22,000
8600	Transportation	\$13,950
9100	Location Expenses	\$29,300
9600	Travel & Living - Cast/Crew	\$12,600
9800	Video Stock & Transfers	\$10,400
10100	Editorial	\$46,500
10600	Post Production Picture	\$155,000
11100	Music	\$16,000
11600	Post Production Sound	\$24,000
12100	General Overhead	\$54,200
	<b>Budget Total</b>	<b>\$1,198,755</b>

*\*1600 line item estimate figure for cameo role*



# MOOD BOARD





# C O N T A C T

For further information, contact

[john@bigfootrobot.com](mailto:john@bigfootrobot.com)

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