

# YAALI

When broke universal karmic law,  
resulting in the Kadarkol—a cosmic tectonic shift and  
deluge that sank the continent—Lemuria, Earth's cosmic energy fields

Movie Flow

SCRIPT BY  
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Cave Nodes:  
Places where energy concentrates



These nodes,  
often located in fault-line temples and  
natural vortex zones like the Cave of Destiny,  
still hold fragments of Lemuria's power.



## YAALI: SHADOWS OF THE WING – INVESTOR PITCH

### Logline

In 6th-century South India, an exiled prince turned masked rebel discovers he is the heir to a forgotten Lemurian power. To stop a tyrant wielding a corrupted ancient relic, he must master the Yaali – a fear-transforming force awakening through him.

### Core Concept

• Mythic South-Indian action drama blending real locations + 3D worlds. • Green-matte shoot with MetaHuman-style CG facial augmentation. • Zorro-inspired masked hero visual identity. • Hybrid real+CG world-building for mid-budget premium look.

### What Makes the IP Unique

• Fear-transformation 'Yaali' philosophy. • Distinctive hybrid transformation visuals. • Film + Game dual narrative viability. • Franchise potential with Indian cultural identity.

### Visual Treatment

• Real temples, caves, tribal regions. • 3D Lemurian caves and relic chambers. • Selective CG makeup + creature transformation. • Stylised premium frame compositions.

### Characters

• Ruthra - masked rebel, Lemurian heir. • Kshala - fierce tribal warrior girl. • Raya - tyrant empowered by corrupted Sword of Pride. • Sidh - mentor tied to ancient prophecy.

### Film Structure

• Movie opens with masked hero. • Mythology revealed mid-film as flashback. • Tone: Adventure + mysticism + rebellion + emotion.

### Budget Logic

• Real locations reduce cost. • Green-matte + controlled CG reduces VFX load. • MetaHuman augmentation avoids heavy prosthetics. • Achievable premium look without blockbuster cost.



## Why It Is Investable

• South-Indian mythic cinema trending globally. • Strong transmedia potential (film + game). • Unique philosophical hook and visual identity. • Masked hero = merchandise + franchise model.

## Investor Ask

Seeking funding for: • Proof-of-concept short / teaser. • CG/MetaHuman tests. • Environment concept reel. • Storyboarding + script polish phase.

## Film + Game Shared Asset Pipeline

1. WORLD-BUILDING (Shared for Film & Game)
2. CHARACTER PIPELINE (Shared Core Models)
3. ANIMATION PIPELINE (Split but Compatible)
4. VFX & SIMULATION PIPELINE (Film First → Game Lite Versions)
5. SOUND & MUSIC PIPELINE (Shared Themes)

## Summary Block for the Deck

Game Budget: ₹5 Cr  
PoC Ask: ₹2 Cr  
IP Total Lifecycle Budget: ₹57 Cr  
Shared Assets Save: -₹18-20 Cr in game development

## PHASE 1 – PROOF OF CONCEPT (PoC) – ₹2 Cr

A visual bible + teaser to raise the full 50 Cr film budget.

## PHASE 2 – FILM PRODUCTION (Full Movie) – ₹50 Cr

## PHASE 3 – GAME DEVELOPMENT (Linear Mythic Action Game) – ₹5 Cr

## Investor Advantage:

One investment → Two monetizable products → Franchise-ready world.