



SCRIPT BY
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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.

Movie Flow

"The breaking of the universal karmic law by the dominance of collective evil among conscious beings disrupts the cosmic energy of Earth, triggering the Kadarkol (கடர்கோல்): a tectonic shift and deluge that sank the continent of Lemuria."

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.



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

Game Previz



temple construction



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.