



SCRIPT BY
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Movie Flow

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. - Sidih - 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.

"The breaking of the universal karmic law by the dominance of collective evil among conscious beings disrupts the cosmic energy of Earth, triggering the Kadarkoil (கடங்கோள்): 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.



YAALI TRIALS
RESTORE BALANCE. RECLAIM 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

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