

# YAALI

## Movie Flow

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

## 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

- Ruthor - masked rebel, Lemurian heir. - Kshala - fierce tribal warrior girl. - Raya - tyrant empowered by corrupted Sword of Pride. - Sidi - 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.



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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.



### 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.