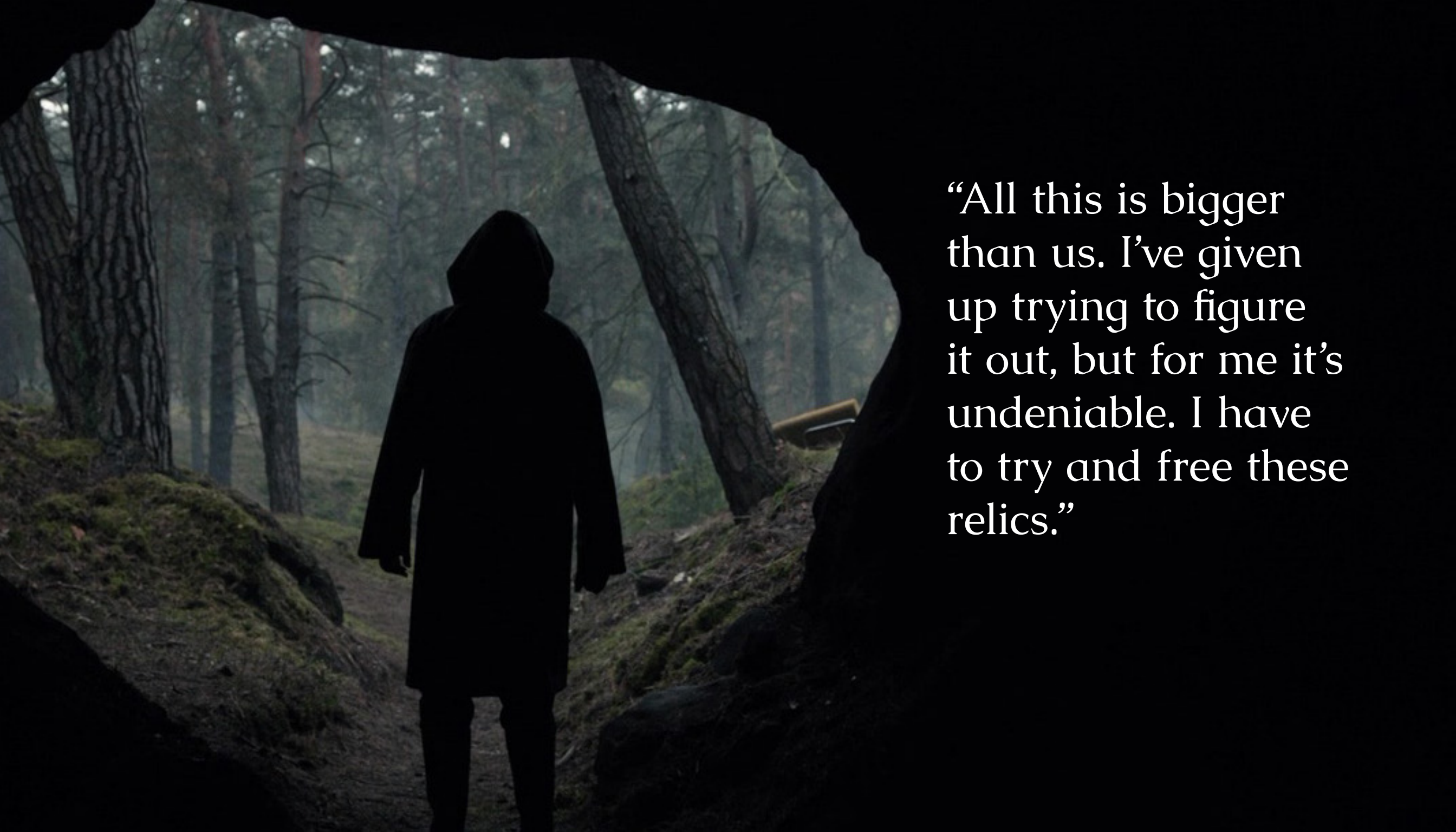


# BROOKER

**Feature Length Film**



“All this is bigger than us. I’ve given up trying to figure it out, but for me it’s undeniable. I have to try and free these relics.”

# Disclaimer

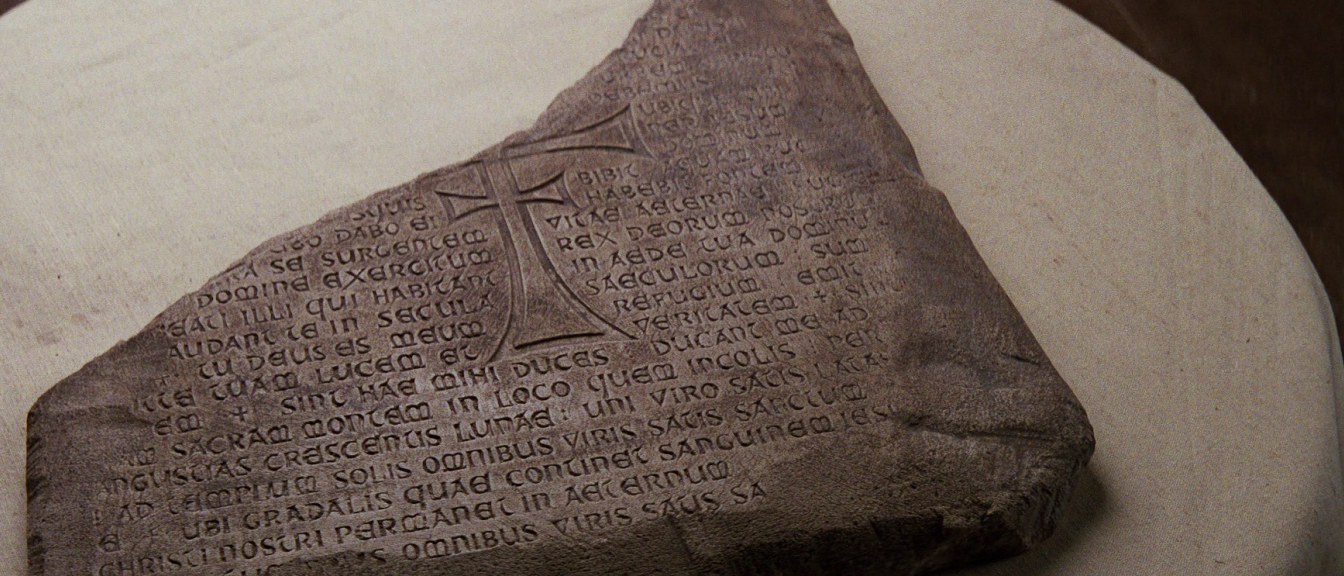
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Marshall Brooker needs work. He needs to make money; he has the weight of the world on his shoulders. Support his family. Build a life. Make something of himself. So far, there hasn't been an easy step in the process.

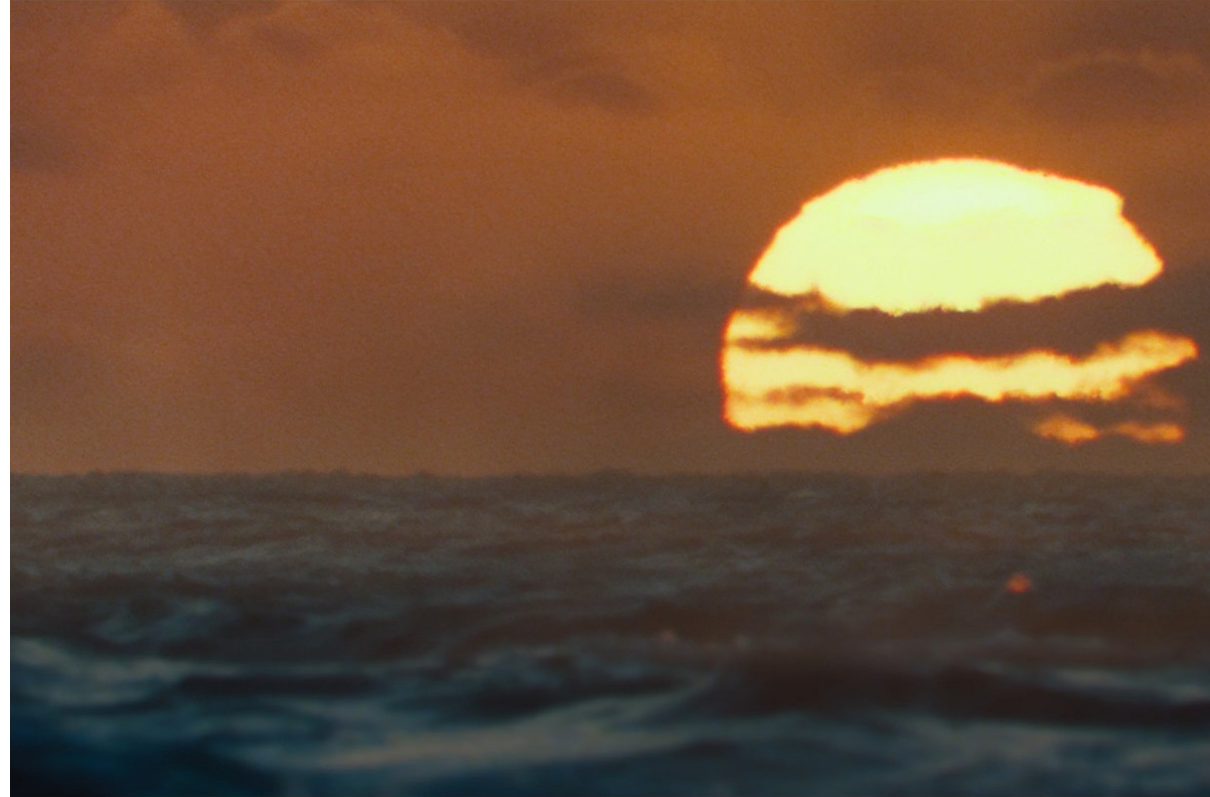
He's found some work doing odd jobs for a local research professor, Justin Trent. On this most recent job, he encounters a supernatural force he can't explain. It draws him into a world that he can't possibly understand. Before long, those he loves most are caught up in a dangerous game, being played by nefarious figures too powerful to take down.

Chief among them; Roman Stalnick, a rich businessman that has ambitions in politics and beyond. Brooker gets caught trying to steal something valuable from Roman, and ends up in trouble he can't navigate alone.

Brooker must embrace a new reality that challenges all his beliefs. He must make sacrifices he can't imagine. He must give up control, before he's crushed.

# Project Summary

# Feel the vibe.



Sun. Water. Waves. Gators. These are things that come to mind when you think of Florida. Brooker is a word I want to add to that list. This is a distinctly Florida movie, without pandering to any particular city or location. It embraces the ancient parts of the state; the caves, the ocean. We touch on the extreme wealth and the struggling citizens that live side by side. Brooker is a film about belief, struggle, and a state that somehow holds them all in a precarious balance.

**If you're reading this, you're someone I would love to bring in to the production family of the feature film Brooker. It's going to be a wild journey, filled with obstacles. I can also promise you that it will be memorable, fun, and you'll be fully supported. This is going to be a set that builds people up. Yes, no one is going to walk away much richer than they arrived, but honestly that's not the point.**

**If that is the point for you, please put this down and know that there's no hard feelings at all.**

**This is a project of passion. It's an opportunity for you to show the world that you deserve to be here, in this art form. I might not be able to line your pockets with cash, but I can create an environment for you to show off your talent and finally do something you can be proud of. I hope you'll continue reading, and I hope you'll join me on this adventure.**



Listen to some tunes to put you in the "Brooker" mood.

Visually

gritty

raw

natural lighting

colorful

long shots

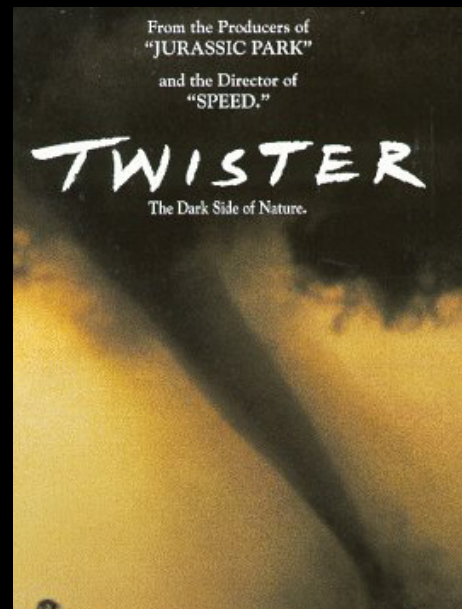
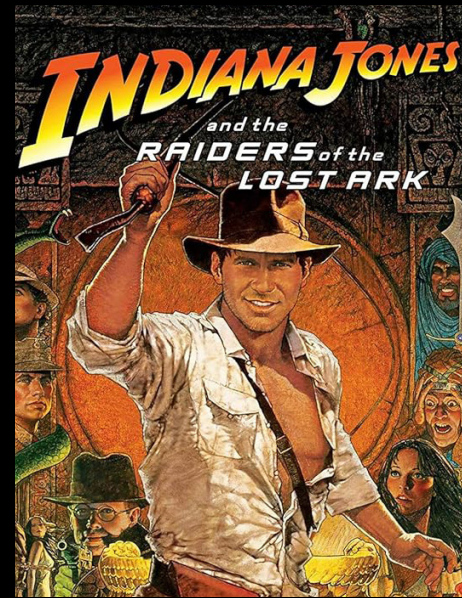
vistas

high contrast



# Similar Movies

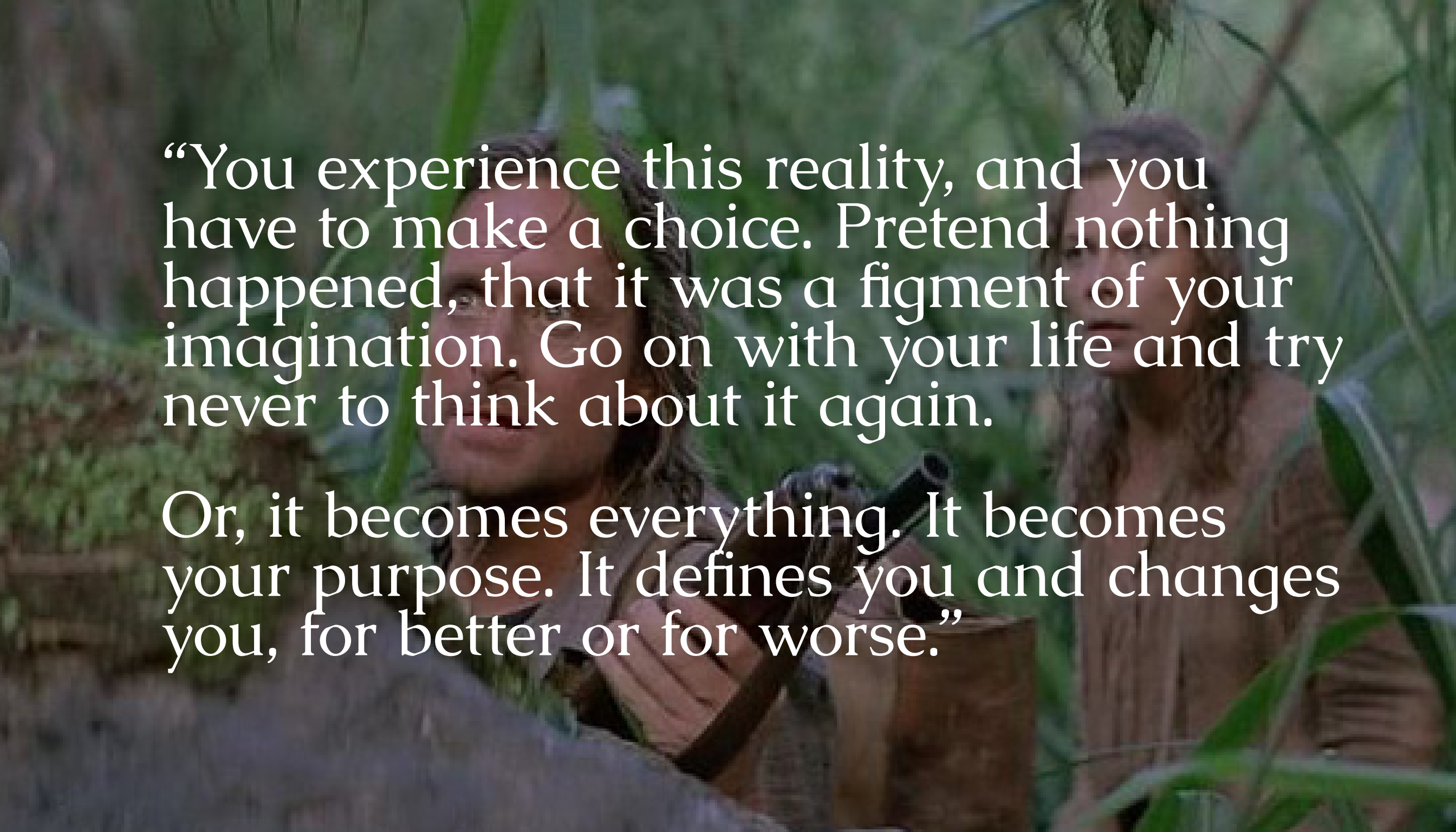
# Tonally



supernatural  
adventure  
thought provoking  
dangerous  
high stakes  
big performances  
levity  
fairy tale







“You experience this reality, and you have to make a choice. Pretend nothing happened, that it was a figment of your imagination. Go on with your life and try never to think about it again.

Or, it becomes everything. It becomes your purpose. It defines you and changes you, for better or for worse.”



# The Film

Modern

Colorful

Sun Soaked

Passionate

Low-Budget

Quiet

Raw







“I’m a good  
shot, and I  
don’t think  
you’ll have  
time to  
sweet talk  
your way  
out of a  
bullet hole.”



# Themes

Brooker is about the tension we feel between responsibility and greatness; dreams and what's right in front of you. I think a lot of people want to believe that they're meant for more, that they have a bigger part to play in the world. Brooker is a comment on that feeling, but certainly not an answer.

In the film, a number of characters deal with the uncomfortable reality that they might not be the center of the universe. At the same time, they find out that the universe is much more complex than they ever assumed. I wanted to have characters live in this tension, because it's so easy for us to ignore it in our day to day lives. And yet, occasionally, we have these moments where something sacred breaks through. Our understanding is challenged. Our faith is expanded, or broken. Brooker himself spends most of the film dealing with an encounter he has on page eight, because it's something he can't explain.

The relics in the film represent the existential realities that surround us, that we have no control over. They do indeed have unique powers, but it is foolish to try and harness them. In much the same way, we cannot control the forces that shape our world.



# Tone and Mood

As stated previously, this is a vibe movie. There will be shots that linger; there will be moments with no dialogue. I want to play up the fact that this is a Florida movie, set right here in Tampa Bay. As anyone who's lived in Florida knows, there's something strange about this place compared to other states in the union. Florida is ancient and a tourist trap at the same time. We won't shy away from colors, and we'll embrace the sweat. People won't look perfect. It's not a Disney commercial.

Above all else, Brooker is fun. Sure, there's a grittiness to the scenes, but they're in a world that the audience will understand and embrace. This should be a very accessible movie. There's no weirdness just to be weird. In short, your uncle should like this movie.

I keep coming back to the entertainment factor. I desperately want to make sure that we make a film that people actually want to watch, not just an experimental exercise.





# Cinematography

We plan to utilize master shots and steadicam motion to create a feeling of majesty and grandeur in the film. Scenes will be punctuated with close ups, but in general we want to leverage our confidence in what can be accomplished visually to bring production value and dazzle to the movie.

The recently released film *The Northman* is a great mixture of coverage and dynamic master shots. It also has long “oners” that ratchet up the tension. The film *Beast* also uses this technique.

The editing will not be frenetic; we want our shots to linger, for actors to exist in shots together. Masters will move into coverage. We want to stay away from “streaming coverage”, i.e. back and forth between two actors. We won't have a huge budget, but our team knows how to milk the most out of a location and a lens.

The following images are of our Director, Gary Miller, working on a variety of sets. He's such a huge asset to making Brooker come to life. Between his commercial and narrative work, Gary knows how to be efficient, and how to make a small budget go far. The next two pages are pictures of Gary working his magic on a variety of sets.





A large, ornate stone sarcophagus is the central focus, set against a dark, smoky background with fire. The sarcophagus is intricately carved with hieroglyphs and symbols. The scene is dimly lit, with the primary light source being the fire in the background, which casts a warm glow on the stone. The overall atmosphere is somber and dramatic.

“Did you give up on being important,  
or did you never believe you could be?”

# Characters



Marshall Brooker



Luna Martin

Tikki Cordoverro



Jesse Brooker



Roman Stalnick



Justin Trent



Willow





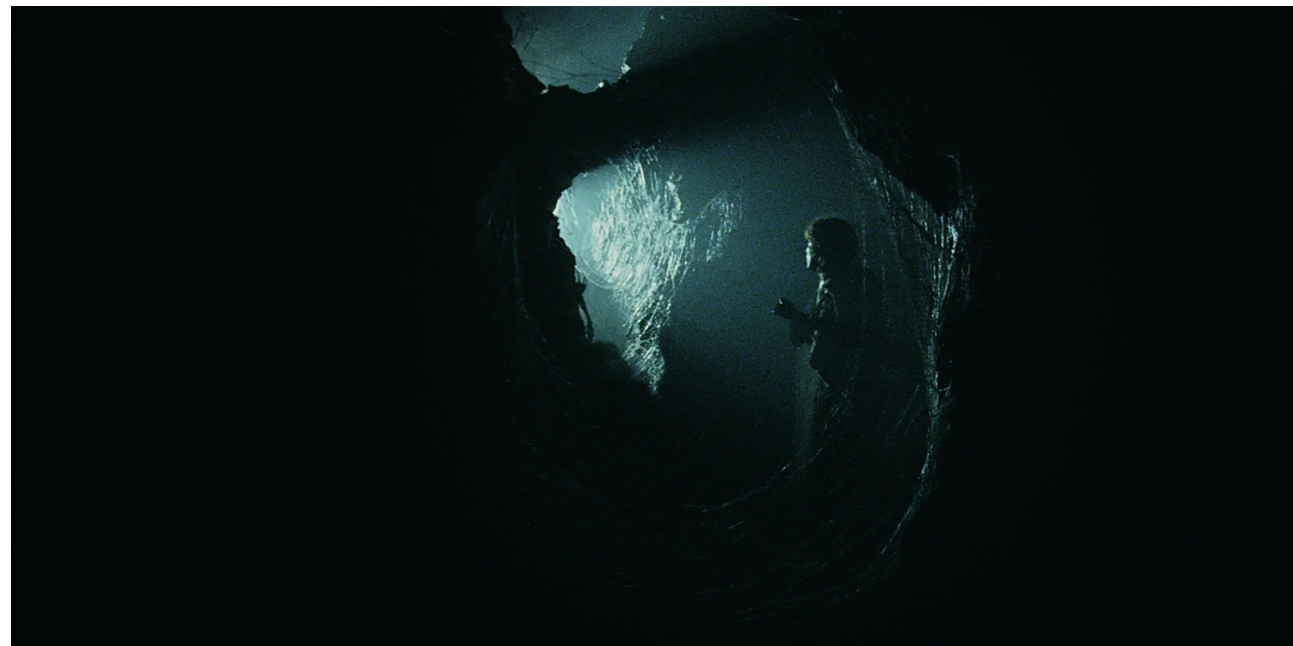




I'm not giving up on myself;  
and nobody is going  
to deprive me of it.

SHIRT

# Brooker goes to the cave



# Brooker and Trent at college



# The bar/meeting Willow



# Trent Apartment



# Brooker House



# Roman Mansion



# Hotel





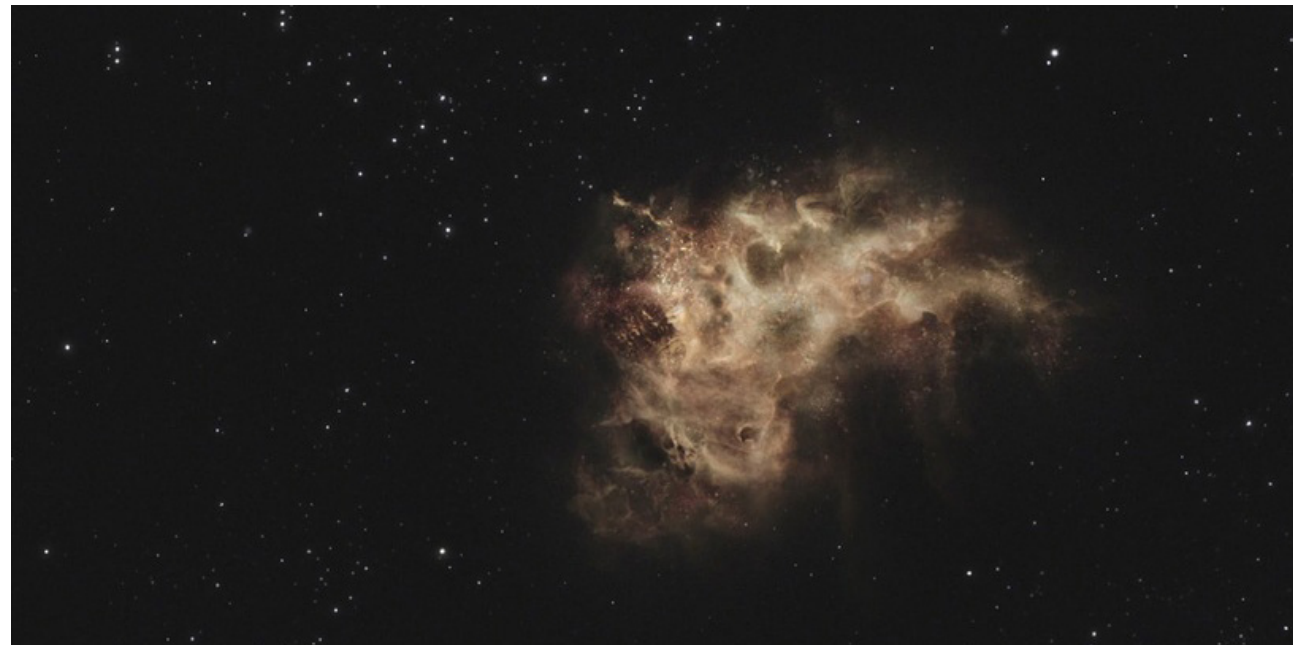
# Beach Attack



# Waterfront Assault



# Cave/Exo Space



A person's silhouette is shown from the back, looking out at the ocean under a sunset sky. The person is wearing a dark, textured, short-sleeved top. The background features a calm sea with a small wave on the right and a blurred figure in the distance on the left. The sky is a mix of teal, blue, and orange tones.

# Locations

# Dames Cave



# Mansions



# Gandy Beach



# Eckerd College





# Grindhaus



# Waterfront



# Bon Aire



# Schedule

February 12-27

12 Tikki Beach Intro, Trent Apartment

13 Waterfront Property

14 Waterfront Property

15 Waterfront Property

16 Hotel

17 Roman's Mansion

18 Roman's Mansion

19 Roman's Mansion

20 Break/ Day Off (catch up day)

21 College

22 Grindhaus Bar

23 Grindhaus Bar

24 Cave Int

25 Cave Int

26 Marshall House, Jesse Apt, Prepare to attack

27 Boat, mangroves, Cave Entrance