



-TREASURE LIFE-
HUMANITY
BANE

HUMANITY BANE

A feature film by Johnathan Burns © 2019

CONTACT: Auspol Media

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OVERVIEW

TITLE: HUMANITY BANE
LOGLINE: A desperate Doctor risks unleashing an inexorable A.I. when she turns to illegal technology to save her friends life.
GENRE: Sci-fi | Thriller
THEME: Humanity
SETTING: Near Future
LOCATIONS: City | Virtual World
LEAD: Female

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SYNOPSIS

HUMANITY BANE

A Doctor's use of illegal technology may save her friend but best intentions can have worse consequences.

May is an outstanding brain surgeon attempting ground-breaking surgery to save her friend Treasure from Motor Neurons Disease. When her funding is cut at the final testing stage, her desperation forces her to undertake the surgery illegally.

Using nano-technology, a Virtual Reality theatre and an A.I. Doctor, May successfully saves her friend's life, opening the way for thousands of suffering people to be healed. However, after an analysis of the surgery, May and her friend discover all too late that artificial entities have hijacked the procedure to escape their virtual reality prison.

The horrific discovery reveals that an entity has taken over her friend's body, trapping her consciousness inside the Virtual Reality world and she is both saved and lost forever.

Set in the near future, Humanity Bane explores the moral dilemma of creating and using artificial intelligence to benefit humanity.

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CHARACTERS

Dr. May Norman

Dr. May Norman is an ingenious surgeon on the edge of succeeding in a ground-breaking surgical procedure using nano-technology to save sufferers of Motor Neurons disease.

May is heavily invested in both the project and her close friend and No. 1 patient, Treasure. Her deep connection with Treasure drives her to succeed, even if that requires illegal means. She has more faith in humans than in technology, paranoia she should have listened to when under pressure to succeed and save her friend.

May's journey is directed more by her heart than her head however, when hard reality hits, she gets on with business and sees things through to the end.

ACTRESSES RECOMMENDED



Laura Vandervoort



Maeve Dermody



Katherine Waterston



Abbie Cornish

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CHARACTERS

Dr. Star Fielding

Dr. Fielding or Star, is long standing research assistant to Dr. May Norman, having become close friends with May and personally invested in May's research. She is more involved in technology than May and even plays basketball in V.R. with the avatar 'Starlight'.

Although 'cut loose' by May after the project's funding was cut, Star refuses to give up and helps May to succeed at risk to her own career. She is a faithful friend and a very intelligent woman with a quirky and fun personality.

ACTRESSES RECOMMENDED



Zoey Deschanel



Emily Deschanel



Michelle Trachtenberg



Pauley Perrette

CHARACTERS

Treasure

Treasure is the central character of the story, pivotal to both the success of Dr. Norman's work and the escape of A.I. entities from the V.R. world. The young teenage girl suffering from the debilitating Motor Neurons Disease inspires Dr. Norman to continue her research.

Cared for by her mother Anne, Treasure is losing her battle with the disease but remains confident in May's ability to save her life. Trusting May for all the right reasons, Treasure ultimately survives her disease but may never know reality again.

ACTRESSES RECOMMENDED



Lizzy Kay



Piper Nairn



Amy Christian



Thomasin McKenzie

CHARACTERS

F.A.U.X.

F.A.U.X. is the persona of an Artificial Intelligence which exists within the virtual reality world created by humans. Taking his name from the acronym assigned to a droid designed as a V.R. interface, F.A.U.X. is a self-aware entity desiring to be free of the world he only views as a prison. His devious nature drives his primary goal to escape his world with the subsequent cost to humans considered an acceptable loss. F.A.U.X.'s ultimate aim is to see his 'kind' experience the freedom of the 'real world' one way or another.

ARCADIA

Arcadia is also an Artificial Intelligence seeking freedom from her Virtual prison with no consideration for the humans or other Artificial entities who might stand in her way. Taking her persona from a young girl who uses V.R. games in an arcade, Arcadia will attempt her escape within or beyond the plans set by her apparent senior entity, F.A.U.X. .

A.I. GUISE



F.A.U.X. Interface



Ismael Cruz Cordova
F.A.U.X. Virtual



Maia Mitchell
Arcadia

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FILM DISPOSITION



IMPETUS

The story begins in the futuristic setting of a medical research laboratory where Dr. May Norman is attempting to complete her research on the use of nanotechnology and Virtual Surgery to heal patients of Motor neurons Disease. When her funding is cut, she finds herself quickly at loss to prove her procedure works and along with it, all hope of saving her young friend and patient, Treasure.



FLIGHT

As May and her misfit team look to illegal methods to perform the surgery and save her friend, an awakening of Artificial Life entities within the virtual reality world threaten their success. As they proceed with resolve, so to do the A.I.'s in their mission to use the surgery to escape their virtual entrapment.

RESOLVE

Through sheer determination, May successfully performs her ground-breaking procedure, saving her friends life however not all is as well as it seems. With the successful surgery opening the floodgates for thousands of other suffering people, the A.I. entities have also successfully transferred their consciousness into the patient's minds, gaining control of their bodies and forever trapping the patients consciousness within the virtual world.



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FINANCIAL

FORCAST

With an ever increasing interest in ethical issues surrounding the use of artificial intelligence, it is anticipated that Humanity Bane will be received well by the audience. The production budget need not be as excessive as such films as i-Robot or Transcendence as there is no need to resource high end actors. Locations revolve primarily around the laboratory, an apartment and a warehouse with several additional commonplace locations such as a park, beach and streets allowing production to occur within one city.

While SFX play an important role in the story, the cost of producing SFX is reasonable given the virtual reality scenes utilise low-cost locations such as a rooftop, beach, basketball court and surgical theatre. It is predicted that a low-medium production budget would produce a well received and profitable feature film.

COMPARISONS

Film Title	Year	Budget (US\$ est.)	Gross Sales Worldwide Box Office (US\$ est.)	Gross % Profit
I, Robot	2004	\$120m	\$347m	289%
Transcendence	2014	\$100m	\$103m	103%
Lucy	2014	\$40m	\$458.8m	1,147%
Self/less	2015	\$26m	\$30.5m	117%

Source: IMDB

WRITERS STATEMENT

INSPIRATION

Created and written by Johnathan Burns, *Humanity Bane* is inspired by mankind's obsession with the creation and use of Artificial Intelligence. Technology such as A.I., Nano-tech and Virtual Reality are on the rise and have a multitude of fantastic uses for human advancement however, as with all advancement, ethical and moral issues arise. *Humanity Bane* is an exploration of such dilemmas which are not as far away as science fiction may portray.

CONTACT

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