

VIRTUAL

JUSTICE BEYOND LIMITS

VIRTUAL

A feature film by Johnathan Burns © 2019

CONTACT: Auspol Media

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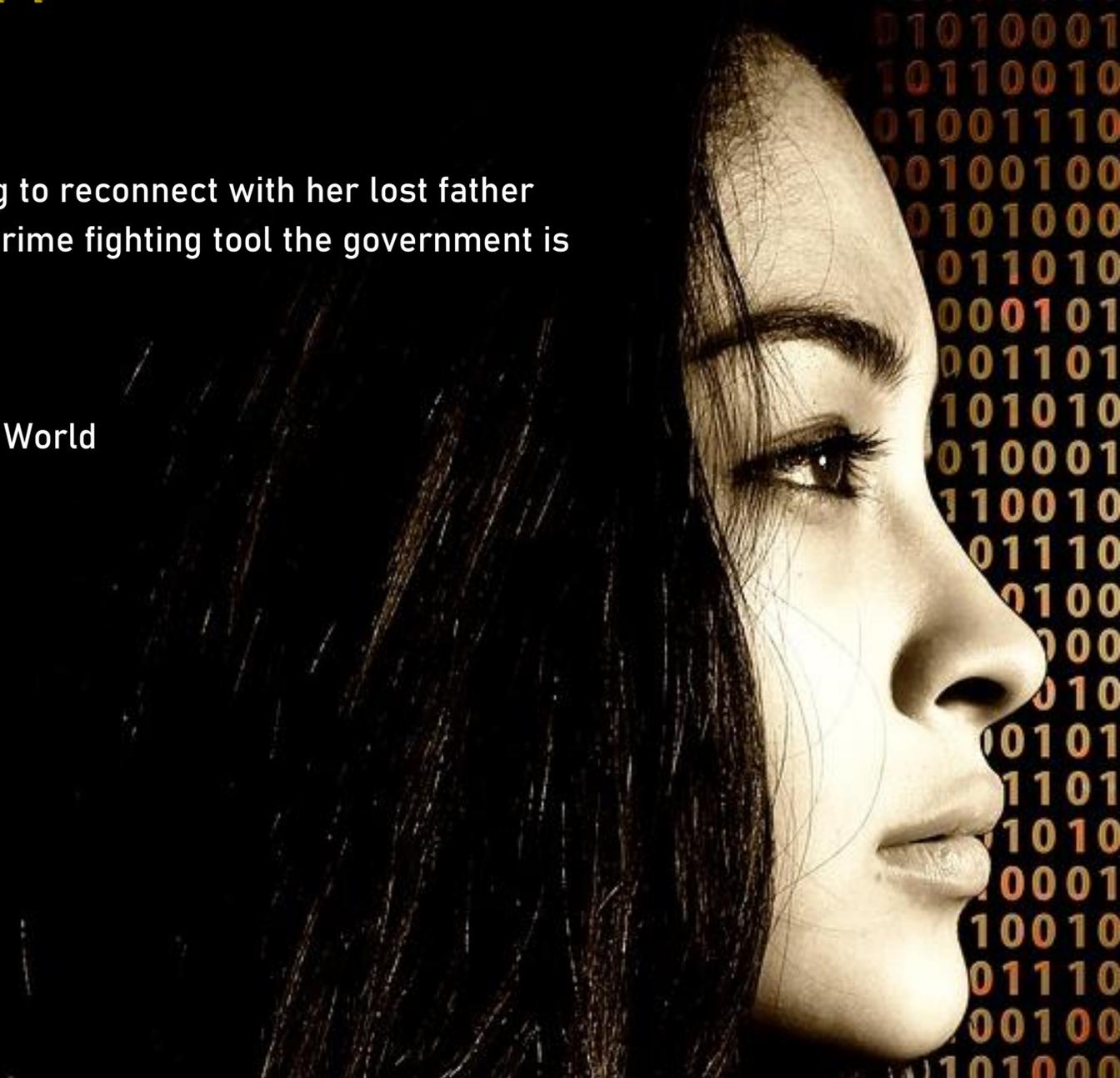
OVERVIEW

TITLE	VIRTUAL
LOGLINE	An F.B.I. Agent seeking to reconnect with her lost father discovers a powerful crime fighting tool the government is desperate to control.
GENRE	Crime Drama
SETTING	Present Day
LOCATIONS	City Manor Digital World
LEAD	Female Protagonist
SUPPORTING	Male

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SYNOPSIS

“A Cyber Crime FBI agent seeking to reconnect with her lost father discovers the most powerful Virtual crime fighting machine unknown to man.”

Virtual is a drama that explores the moral dilemmas of criminal justice in a bureaucratic justice system. It will push the limits of how crime could be dealt without legislative red tape against how crime is dealt with in reality. Virtual is not just a hacker program or super computer used to aid the fight against crime, it is a cybernetic entity existing within the global digital world designed for interaction via a virtual reality interface.

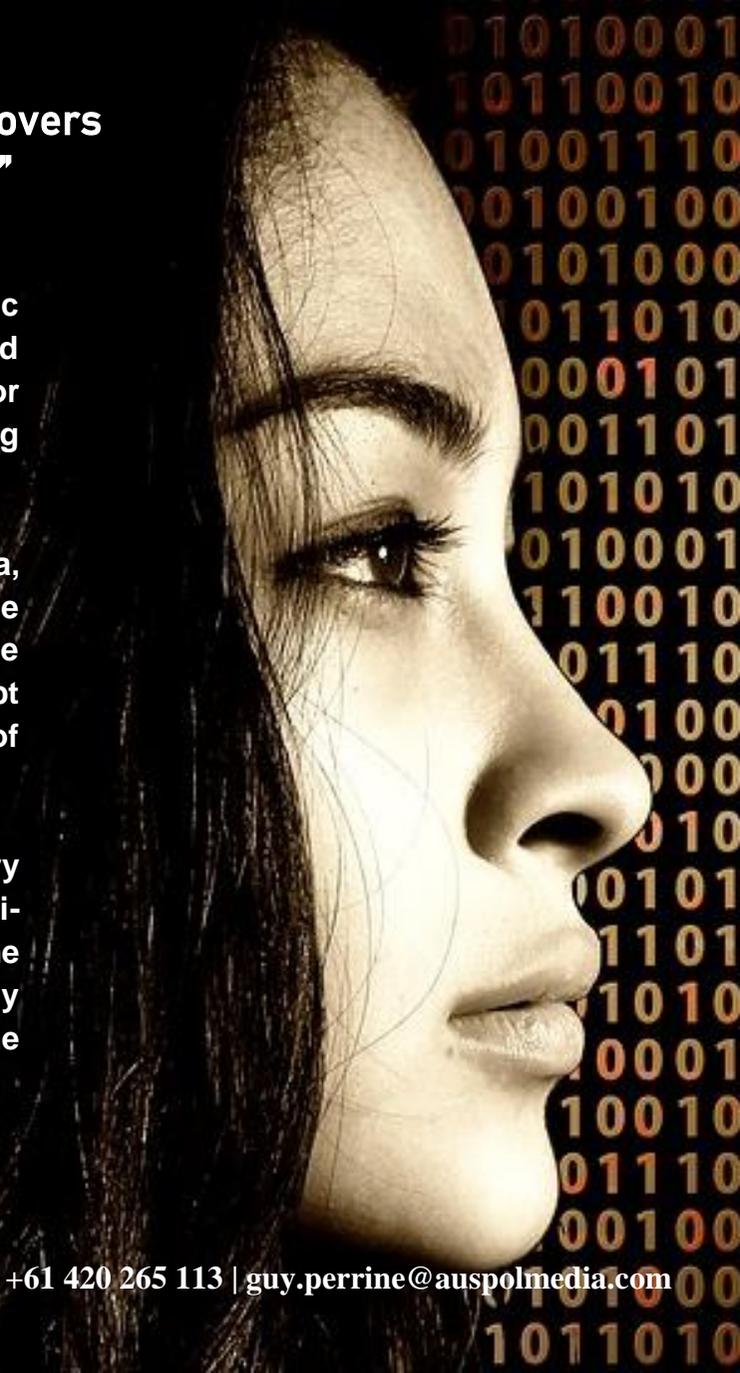
The essence of the series will be the journey of a strong-willed female FBI Agent, Kyra, who is driven by the mystery of her Fathers death and her frustration with the justice system. Unlike existing crime dramas, Virtual extends the playing field beyond the crime fighting heroes versus the criminal world and reaches into the world of corrupt governments and the untapped exponential nature of digital crime fighting in the form of a virtual entity capable of accessing every digital device worldwide.

Beginning with an initial investigation into cyber threats to the Mayors office, the story soon escalates from using Virtual in simple case research to the unveiling of a multi-tiered corrupt government system which catalyses a deeper and further reaching theme as time goes by. The ease with which Kyra is able to execute justice using Virtual quickly flames her hunger for more challenging crime fighting action whilst she continues the search for the truth about her father.

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CHARACTERS

AGENT KYRA FEARMONT

Kyra Fearmont is a single, independent woman in her 30's, content with her relationship status. Working for the FBI as a Cybercrime analyst, she is partnered with Theo and works under her department boss Bill. Kyra is an only child and is haunted by the loss of her parents; her mother having died from an illness and her father who went missing in action when she was very young.

Discontent with the bureaucracy of fighting crime through the Federal justice system, she longs for a more fulfilling life. She loves fast cars but can't afford one and tolerates her work in the hope of someday making a difference.

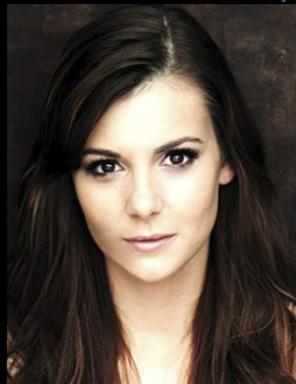
ACTRESSES RECOMMENDED



Ruby Rose



Rosario Dawson



Brittany Byrnes

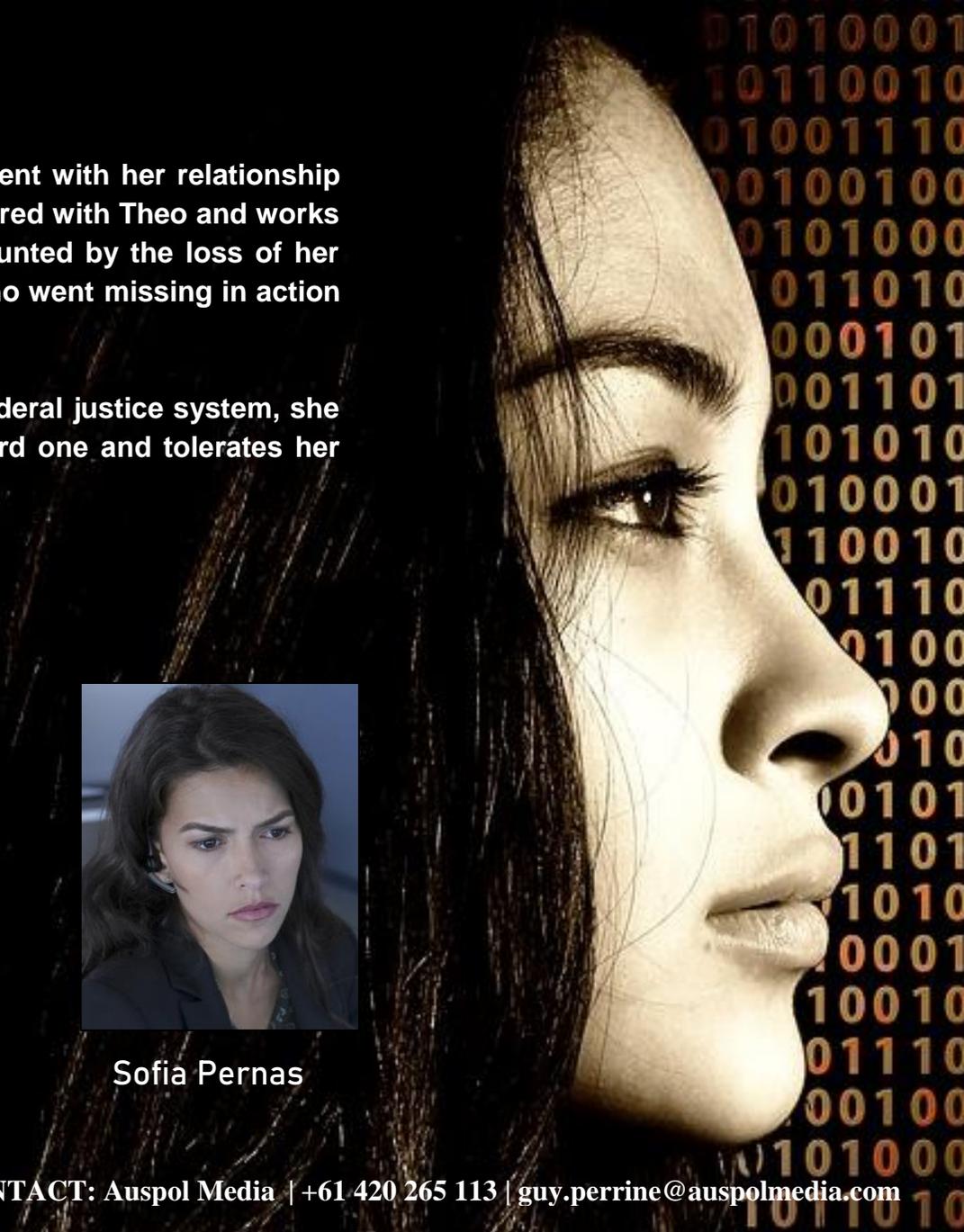


Sofia Pernas

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CHARACTERS

CAPTAIN ELIJAH JAY FEARMONT, aka ELI

Elijah Fearmont is presumed dead some 20 years ago having been announced 'missing in action' during his service as a Navy Seal Intelligence Officer. Eli worked closely with his friend Bill for many years with whom he co-created the Virtual cyber entity for the purpose of fighting crime and corruption. Eli's disappearance mysteriously coincides with the success that he and Bill had infiltrating corrupt Government agencies. After faking his 'M.I.A.' status to protect his family and Virtual, Eli still lives in hiding and the same Government Agency is still after his blood. Eli's effectiveness in utilising Virtual remains limited until Kyra joins the operation.

ACTORS RECOMMENDED



Gerard Butler



Matthew McConaughey



Eric Bana



Live Schreiber

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CHARACTERS

FBI EXECUTIVE ASSISTANT DIRECTOR OF CYBER DIVISION (EAD) BILL LEAON, aka BILL or 'THE DIRECTOR'

Having worked with Kyra's Father in the 'Intelligence business', Bill helped Eli to build and operate Virtual. Unlike Eli, the government did not suspect Bills involvement and he remains undetected to this day. However, due to the psychological stress on the brain caused by the use of Virtual, Bill is unable to sustain extended use of the system and now uses his position in the FBI to assist Eli and more importantly, protect Kyra.

ACTORS RECOMMENDED



Laurence Fishburne
Irdis Elba



Hoji Fortuna



Christopher Judge



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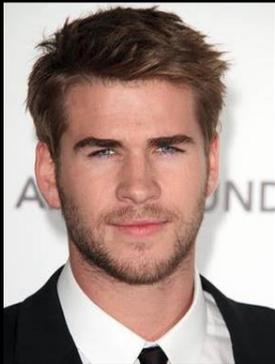
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CHARACTERS

AGENT ANTHONY THEOPOLIS LEROSA

A fit young FBI Agent, Theo is easy going and always ready to serve his Country. Theo is sceptical of Kyra's use of Virtual and concerned about the moral implications. Theo is a light hearted, good willed person who, like Kyra, is conflicted with the use of Virtual versus the 'by the book' FBI methodology. Despite his personal convictions against an over reliance on Virtual, he supports Kyra and will always have her back.

ACTORS RECOMMENDED



Liam Hemsworth



Ismael Cruz Cordova



Ross Butler



Ser'Darius Blain

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CHARACTERS

VIRTUAL

Created in secret by Eli and Bill, Virtual exists beyond servers and hardware, utilising the world's vast network of computer systems and digital devices to 'exist' in. Virtual is the world's most powerful cyber entity with unprecedented access to the digital world. Although classified as a 'Cyber Entity', because Virtual is programmed to obey only a handful of people's commands, it is not a true Artificial Intelligence. At times, Virtual impersonates human characteristics however remains a unique character with distinctly purpose driven traits.

VOICE ACTORS RECOMMENDED



Gary Oldman



Steve Blum



Frank Welker



John DiMaggio

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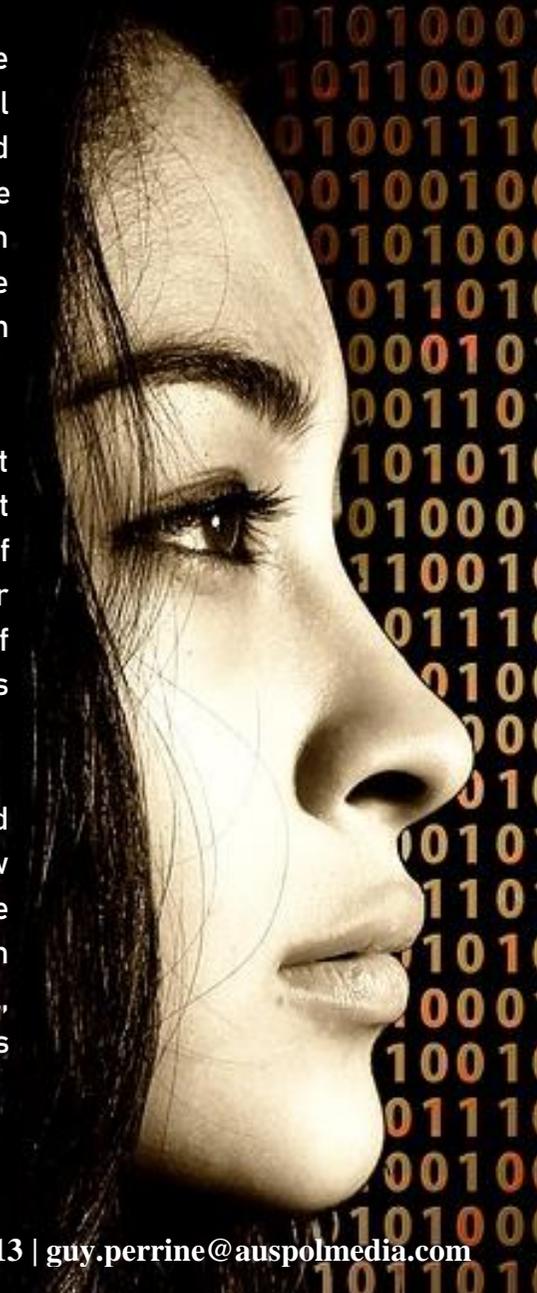
FILM DISPOSITION



In light of existing crime dramas, *Virtual* goes beyond the framework of a storyline driven by individual character complexity and relationships in the world of criminal justice and introduces a mechanism by which criminal justice can be achieved while bypassing the legal system. This power however comes at a cost on multiple levels to those involved as they work within the system by day and around it in secret by night. The series will immerse viewers in the grey zone of society's desire to see justice prevail versus politically correct actions and moral obligation governed by bureaucracy.

Introduced with an initial one hour pilot feature, *Virtual* will consist of a 9 to 13 part series consisting of one or more mainline elements per episode including short term – single episode criminal cases coupled with the long-term story lines of Kyra's search for her Father and the secret government agency chase down of her operation. Each episode will involve both Kyra and Virtual as core components of the series along with sideline involvement with several other key characters including Kyra's FBI partner Theo and her boss (and Father's friend), Bill.

By the end of the first season, viewers may have more questions than answers and will most certainly be anticipating Kyra and Virtual taking down more than just low level criminals. Every time Kyra exercises justice using Virtual, there comes the encroaching threat of the secret government agency tracking her down and with that, the threat to her father also grows. Essentially, if she doesn't use Virtual, justice doesn't prevail and she won't find her father. On the contrary, if she does use Virtual, justice is served but she may not find her father before 'they' do.



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SETTING



The setting for the series will be based in the present day environment and include key points of reference for the viewer including the FBI Cybercrime Division office, Kyra's family estate and Virtual. Extending beyond these central locations will be various locale related to criminal cases being worked. There is to be a clear cut contrast between the grunge of the real world and the clean cut digital world of Virtual.

FBI – CYBERCRIME DIVISION

The FBI office is where Kyra and Theo work as partnered agents. Bill is the head of the department and works in his separate office on the same floor. This level is the floor with the usual familiarities such as desks or cubicles and meeting rooms. Other floors include more departments to be introduced throughout the series. Areas such as the gymnasium, car park and front of building also feature regularly.



KYRA'S FAMILY ESTATE (FEARMONT ESTATE)

The Family Estate is central to the series, acting as Kyra's home and base of operations of Virtual. The house is a large two storey neglected house. A secret room houses the interface room for Virtual.

VIRTUAL

Virtual is cybernetic entity existing in the digital world accessed through a virtual reality interface. The interface itself forms rooms and places on occasion but still maintains common places for grounding of the viewer. The entry room consists of a reflective glass floor with gold and orange digital streaming walls. Virtual also creates an operations room where data is accessed and shared between the team. Virtual is always portrayed as a clean cut realistic environment, high tech and



VIRTUAL



FINANCIAL

FORCAST BUDGET

With a cross-genre of Crime Drama and Sci-Fi, Virtual gains a competitive edge on such competitors as C.S.I. and N.C.I.S. By introducing a powerful crime fighting tool (Virtual), the characters ability to achieve their purpose reaches beyond the norm, leaving behind the often unrealistic, overreaching elements such as computers and satellites. The production will achieve a reasonable budget through the use of a limited core cast since the crime fighting can be coordinated by one person utilising Virtual rather than by an entire team.

A reasonable budget can be maintained for the pilot episode when utilising quality acting and storytelling in lieu of an overuse of special effects. Further costs can be reduced by using lesser known actors and limited core sets such as the FBI office building and the manor.

When considering the variation in current TV series investment, it is reasonable to estimate a production cost of US\$10m for the Pilot Episode with an ongoing budget of US\$1 -3m per 40 minute episode. The current market is seeing high budget series being produced for O.T.T. / straight to digital sales with success coming from shows being launched on platforms such as Netflix.

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WRITERS STATEMENT

INSPIRATION

Created and written by Johnathan Burns, Virtual was developed as a modern day crime drama which not only builds upon the successful concepts of popular crime dramas but also incorporates an element which enables the protagonist to reach beyond the usual limitations of bureaucratic based series. Virtual allows the story to explore crime fighting like never before, enabling the characters to act as secretive vigilantes with access to off limit justice such as government corruption, hacking, money laundering and drug cartels.

The purpose of Virtual is to emerge the viewer in a world of justice they wish they could see as reality does not allow through ordinary justice systems. In a world full of corruption at the highest level, the majority of crime fighters have no choice but to watch from the sidelines until now.

CONTACT

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