

FLASHBANG — PROJECT BRIEF

Format

Feature Film

Genre / Tone

High-Concept Tech Thriller

Nightcrawler meets *Mr. Robot*.

Recognition

Semifinalist — ISA Emerging Screenwriters Competition

Budget / Buyer Lane

Mid-budget / stylized urban tech thriller

XYZ Films, Lionsgate, Netflix, Amazon MGM, A24 lane

Core Hook

A vigilante photography crew uses weaponized camera flashes to expose corrupt elites, until a tech billionaire manipulates them into helping him steal the city's facial-recognition grid.

One-Sentence Pitch

After an underground photographer and his crew turn custom-built flash weapons into a viral tool for exposing corporate predators, they are seduced by a sociopathic tech mogul and forced to turn their own blinding technology against him before he takes control of the city's surveillance state.

Why It's Timely

It taps into surveillance anxiety, corporate immunity, wealth inequality, vigilante justice, social-media activism, police tech, facial recognition, and the question of who gets to control the image in a world where everyone is being watched.

Main Characters

Casey — An underground photographer and reluctant leader of the Ghost crew. He believes the instant before fear hits someone's face reveals the truth, but his crusade begins to blur the line between exposure and punishment.

Rhemy — A disgraced journalist trying to reclaim the power of truth after losing faith in institutions. She understands narrative, public perception, and the cost of getting the story wrong.

Ren — The crew's hardware hacker and technical architect. Ren turns cameras, flashes, and sound into weapons, but has to confront what happens when protest tech becomes militarized.

Cole Middleton — A sociopathic tech optimizer who sees the Ghost not as rebels, but as useful market disruption. He funds their outrage so he can own what comes next.

Detective Leonard — The LAPD detective tracking the Ghost. He is not wrong that they are dangerous, but he is also trapped inside the same surveillance system they are trying to break.

Eleanor Pierce — The CEO of Panopticon, the city's facial-recognition grid. She represents institutional control disguised as public safety.

Story Snapshot

1. Casey, Rhemy, and Ren operate as the Ghost, using custom flash weapons to ambush corrupt CEOs, slumlords, and untouchable elites in the dark.

2. Their stunts go viral because they are brutal, stylish, non-lethal, and designed to extract terrified confessions at the moment of maximum exposure.
3. Cole Middleton offers the crew funding, access, and escalation, turning their underground crusade into a bigger and more dangerous operation.
4. A copycat uses a real gun to murder an executive, and Casey targets Panopticon, the company controlling the city's facial-recognition grid, to reclaim the narrative.
5. During the heist, the crew realizes Cole used them as a distraction to steal Panopticon's source code and monopolize surveillance for himself.

Ending / Final Image

Framed as terrorists and hunted by both police and private military, the crew lures Cole and his investors into a sealed gallery installation. They unleash "The Supernova," a 360-degree sensory weapon, force Cole's confession, and broadcast the truth. Casey surrenders so the others can escape, while Rhemy and Ren release a poisoned version of Panopticon's code, blinding the surveillance state.

Theme in One Line

The tools built to expose power can become power the moment someone learns how to monetize them.

Positioning

It's a stylized tech thriller about image, fear, surveillance, and vigilante spectacle... a movie where the weapon is not a gun, but the flash of a camera catching powerful people in the instant before they can control the story.

Materials Available

One-pager and full screenplay available upon request or through the private script library.

RYAN CLARKE

Screenwriter & Playwright | Albuquerque, NM

Dark Comedy | Satire | Character Drama | Social Thriller

Ryan Clarke is an Albuquerque-based screenwriter and playwright whose work blends dark comedy, social satire, and intimate character drama. Across a slate of 20+ feature scripts, his stories often follow deeply flawed people pushed into impossible situations, finding humor, tension, and humanity in characters who are entirely in over their heads.

His screenwriting recognition includes Grand Prize Winner, 30th Annual Fade In Awards Comedy Competition (*#FightForNoah*); Semifinalist, 30th Annual Fade In Awards Comedy Competition (*The Trencherman*); 2026 Top 10 Finalist, ISA Table Read My Screenplay at Cannes (*A Walking Shadow*); 2026 Quarterfinalist, Finish Line Script Competition (*#FightForNoah*); two-time Semifinalist, ISA Emerging Screenwriters Competition (*Flashbang* and *Ghost of the Highway*); and four additional 2026 Honorable Mentions from Finish Line (*The Finalists*, *How to Be a Human: A Musical with No Songs*, *Ghost of the Highway*, and *Dead Signals*).

As a playwright, Ryan is a three-time winner of FUSION Theatre Company's short works festival, "The SEVEN", in 2024, 2025, and 2026. The stage version of *A Walking Shadow* was also selected in 2026 for The Road Theatre Company's 17th Summer Playwrights Festival.

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