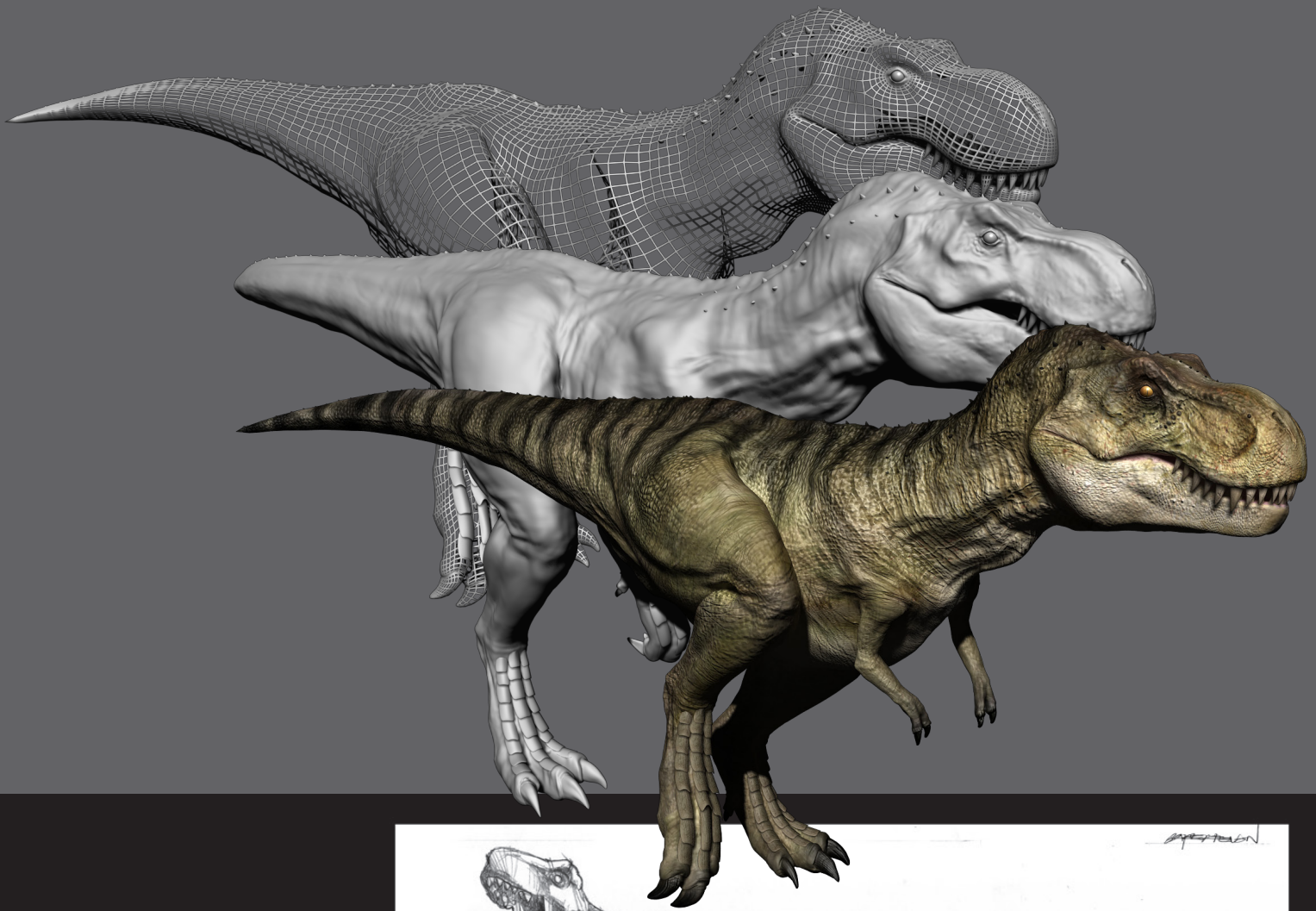
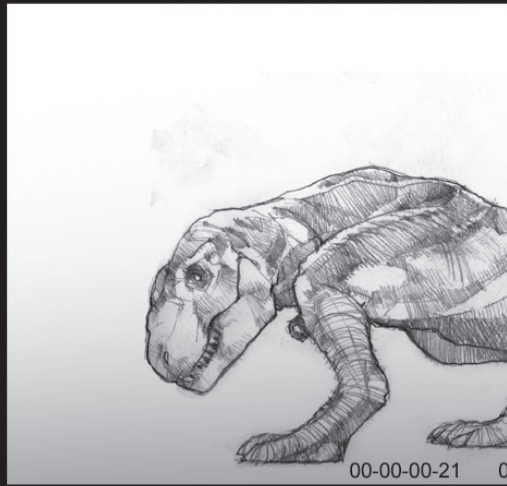
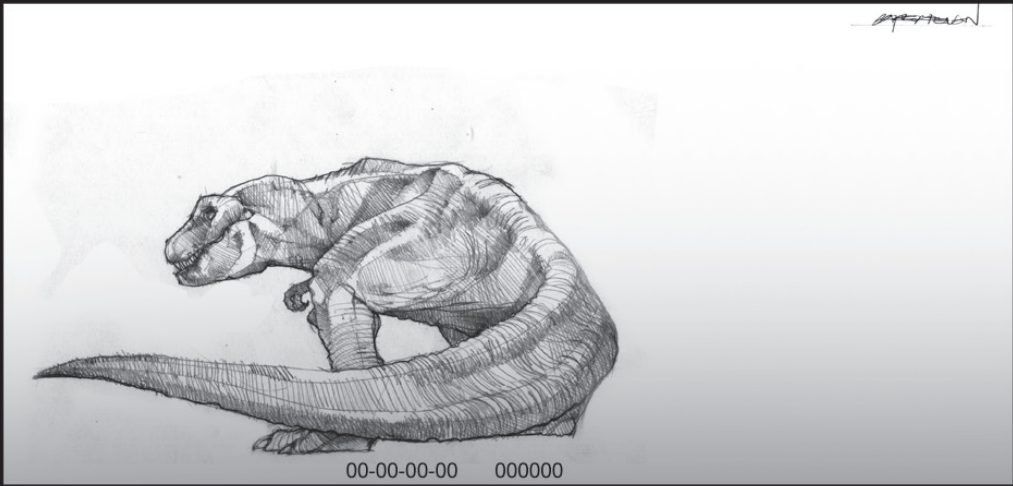
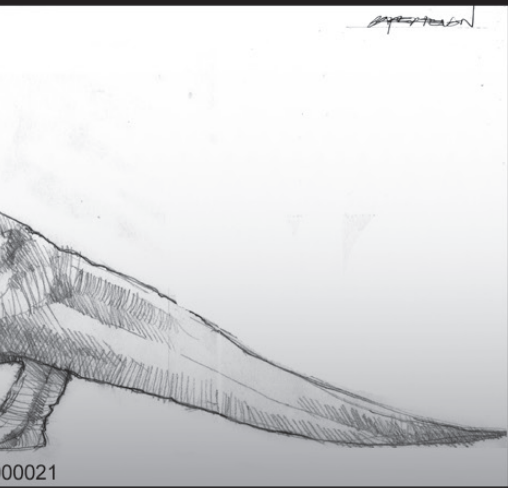


# D/GENERATION FILM PROPOSAL

D/Generation is an upcoming science fiction film being produced by Gothic Serpent. The purpose of this document is to provide an offer to production companies that might be interested in backing the film, and information towards the viability of the film.

Please see the valuation breakdown on the last pages of the document for more specific information.



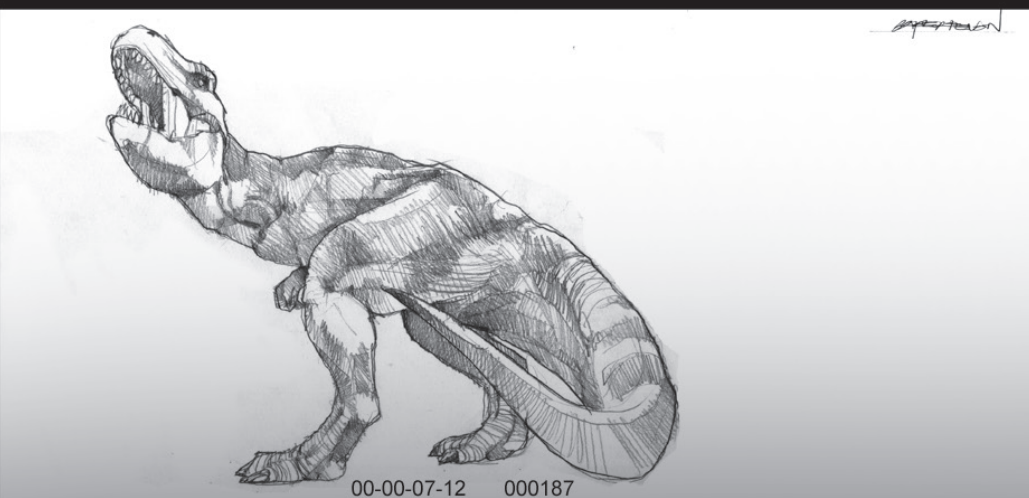


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# INSPIRING REALITY



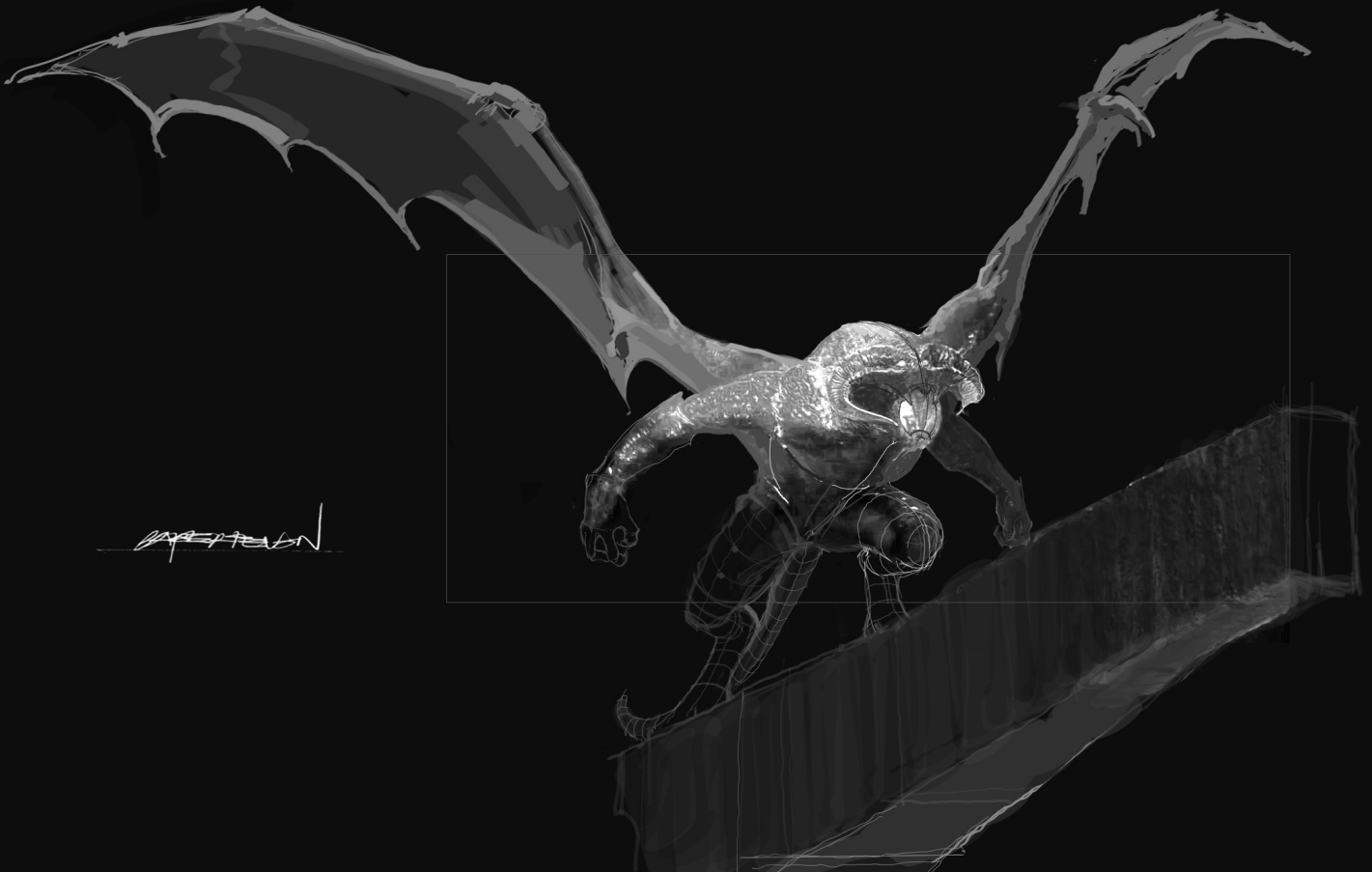
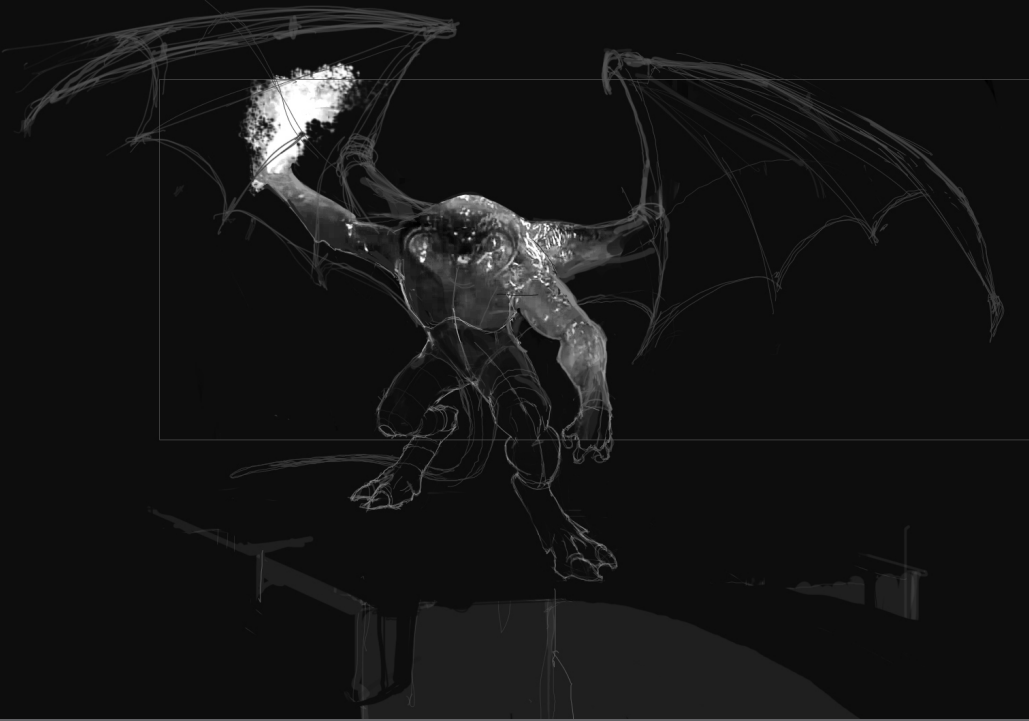
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WITH ANIMATION



ARTIST'S SIGNATURE



ARTIST'S SIGNATURE

# HOW DOES IT WORK?

My film needs \$3M in funding, at a 10% return on investment.



Negotiations begin to obtain the bid.



As security for your investment, the studio can commit a percentage up front to you.



After the movie is produced 20% of the profit goes to charity.



## WHERE CAN I LEARN MORE?

D/Generation is an upcoming science-fiction film. A web site has been created to showcase the film that includes a trailer, the screenplay, character descriptions, and more assets produced by Gothic Serpent.



*film information*

*[http://www.gothicserpent.com/d\\_generation\\_synopsis.html](http://www.gothicserpent.com/d_generation_synopsis.html)*





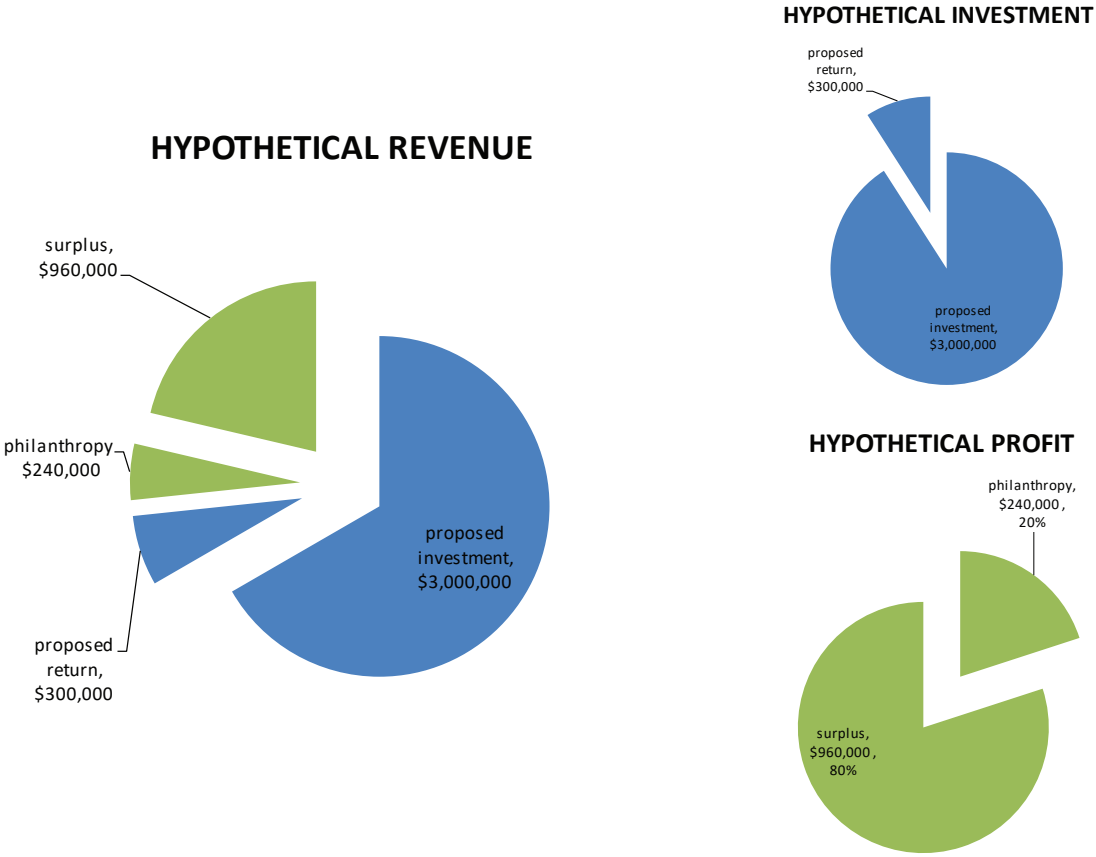


# WHAT IS THE INTEREST TO YOU?

I would like to close a deal for the movie with least \$3,000,000.00 in investment at a 10% return, or \$300,000.00. As security, the studio is prepared to offer a percentage up front, as long as the asking price is committed.

In the charts below, the **hypothetical investment** applies to your organization, and the **hypothetical profit** applies to mine.

If the deal closes, at the end of the film sale date, I will pledge 20% of the total profit to philanthropy (\$240,000.00 as estimated). It's a win-win scenario.

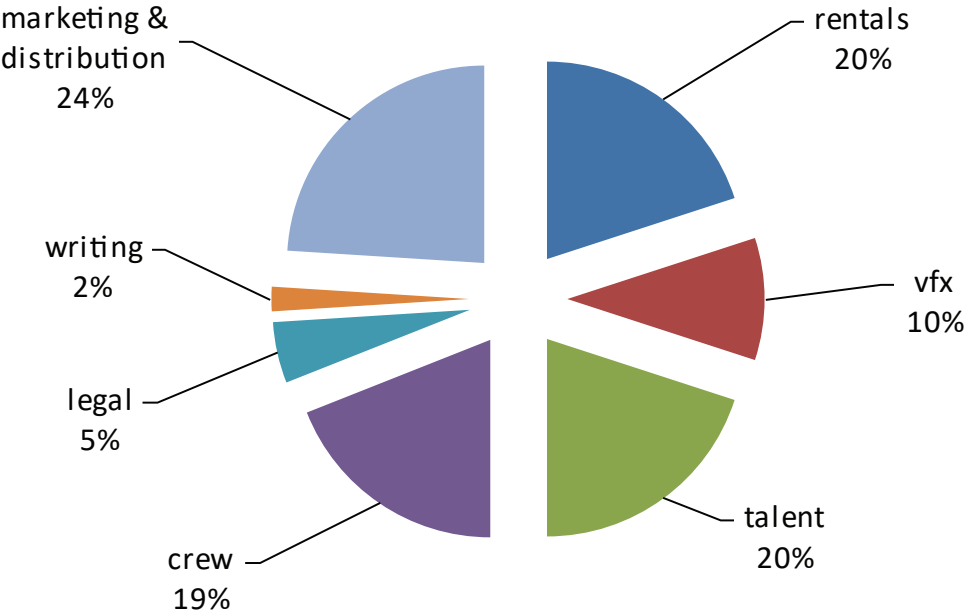


*chart showing the hypothetical revenue, including the investment / profit expectation*

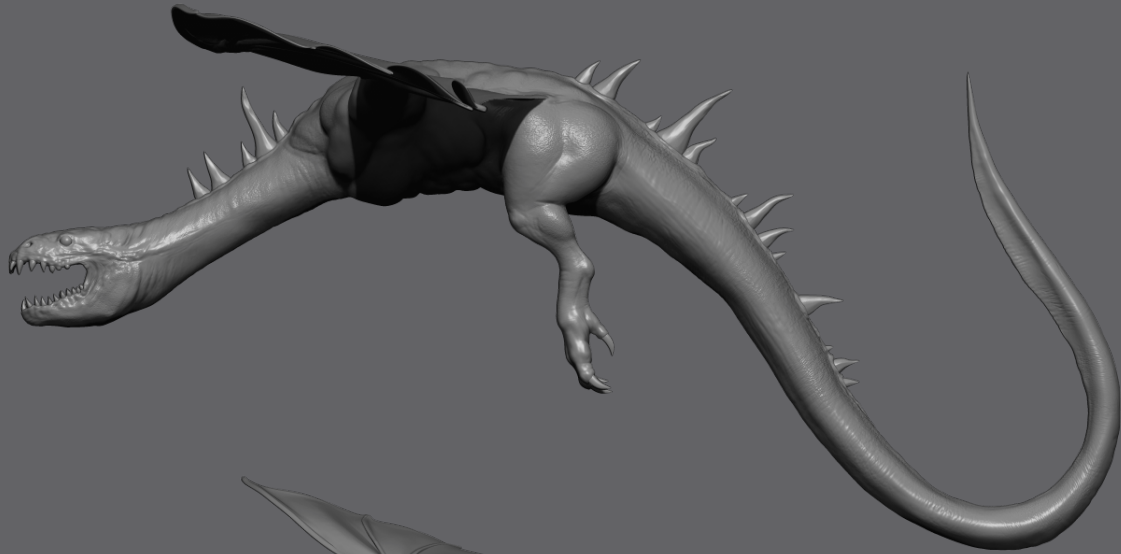
# WHAT IS THE BUDGETING FOR THE MOVIE?

The investment will be roughly distributed equally amongst five main categories including: rentals, visual effects (vfx), talent, crew, and marketing / distribution. Secondary categories include legal and writing.

## HYPOTHETICAL FILM FUNDING



*chart showing hypothetical film funding percentages*





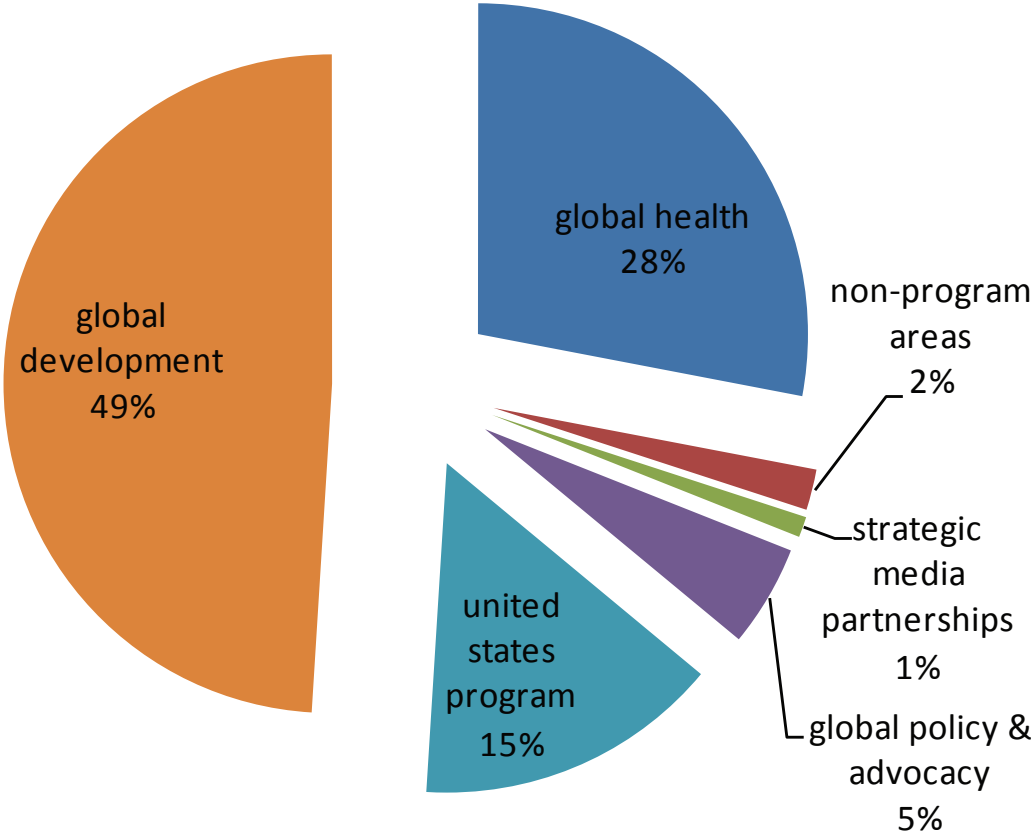




# WHERE WILL THE PROFITS GO?

Gothic Serpent is deeply interested in doing good for the world. Because of this, 20% of the profit will go back to society for important issues such as global development (including water, vaccine delivery, family planning, and agriculture), global health (including key diseases like HIV/AIDS, malaria, and tuberculosis) and other causes such as tobacco / diabetes awareness and U.S. education advocacy/administrative programs. Additionally, although these numbers might seem small in value at 20% of the total profit, over time the percentage can increase as the company value increases. This initial framework of attempt can serve as a gateway to starting the important journey of helping those desperately in need.

## HYPOTHETICAL PHILANTHROPY



*chart showing philanthropic spend*



# VALUATION BREAKDOWN

*The following pages contain a detailed per-item hypothetical breakdown of funding, revenue and profit.*

<b>FUNDING</b>	<b>18</b>
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<b>REVENUE</b>	<b>22</b>
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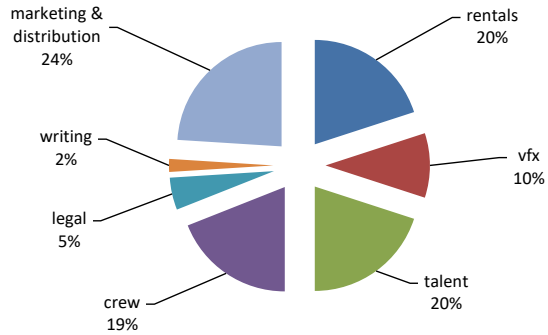
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<b>PHILANTHROPY</b>	<b>23</b>
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**HYPOTHETICAL FILM FUNDING AREAS**

Item	Percent	Valuation
rentals	20%	\$ 600,000
vfx	10%	\$ 300,000
talent	20%	\$ 600,000
crew	19%	\$ 570,000
legal	5%	\$ 150,000
writing	2%	\$ 60,000
marketing & distribution	24%	\$ 720,000
total	100%	\$ 3,000,000

**HYPOTHETICAL FILM FUNDING**



**RENTALS BREAKDOWN**

**PROJECT DURATION**

60 days

THREE OPTIONS ARE LISTED FOR CAMERAS FROM CINEMACAMERARENTALS.COM. DEPENDING ON WHICH OPTION IS SELECTED, VARIOUS BUDGET REMAINDERS CAN ALLOCATE TO REMAINING RENTAL COST  
 2X, 3X AND 4X REFER TO THE NUMBER OF CAMERAS RENTED; DAY / WEEK TTL REFERS TO THE TOTAL ITEMIZED COST IF THE CAMERA IS RENTED AT THE DAY RATE / WEEK RATE  
 PERCENT IN THIS CASE INDICATES THE PERCENT OF NON-CAMERA ITEMS

-- OPTION 1 --

Camera	Red Mx
DAY RATE	\$ 500
WEEK RATE	\$ 1,500

Item	Day ttl	Week ttl	2x week	3x week	4x week	Percent
red mx camera	\$ 30,000	\$ 12,857	\$ 25,714.29	\$ 38,571.43	\$ 51,428.57	
studio lot	\$ 342,000	\$ 352,286	\$ 344,571	\$ 336,857	\$ 329,143	60%
lighting / microphones / stands	\$ 57,000	\$ 58,714	\$ 57,429	\$ 56,143	\$ 54,857	10%
wardrobe / props / accessories	\$ 114,000	\$ 117,429	\$ 114,857	\$ 112,286	\$ 109,714	20%
travel	\$ 57,000	\$ 58,714	\$ 57,429	\$ 56,143	\$ 54,857	10%
total not including camera	\$ 570,000	\$ 587,143	\$ 574,286	\$ 561,429	\$ 548,571	100%
total including camera	\$ 600,000	\$ 600,000	\$ 600,000	\$ 600,000	\$ 600,000	

-- OPTION 2 --

Camera	Red Scarlet
DAY RATE	\$ 450
WEEK RATE	\$ 1,350

Item	Day ttl	Week ttl	2x week	3x week	4x week	Percent
red scarlet camera	\$ 27,000	\$ 11,571	\$ 23,142.86	\$ 34,714.29	\$ 46,285.71	
studio lot	\$ 343,800	\$ 353,057	\$ 346,114	\$ 339,171	\$ 332,229	60%
lighting / microphones / stands	\$ 57,300	\$ 58,843	\$ 57,686	\$ 56,529	\$ 55,371	10%
wardrobe / props / accessories	\$ 114,600	\$ 117,686	\$ 115,371	\$ 113,057	\$ 110,743	20%
travel	\$ 57,300	\$ 58,843	\$ 57,686	\$ 56,529	\$ 55,371	10%
total not including camera	\$ 573,000	\$ 588,429	\$ 576,857	\$ 565,286	\$ 553,714	100%
total including camera	\$ 600,000	\$ 600,000	\$ 600,000	\$ 600,000	\$ 600,000	

-- OPTION 3 --

Camera	Red Epic
DAY RATE	\$ 750
WEEK RATE	\$ 2,250

Item	Day ttl	Week ttl	2x week	3x week	4x week	Percent
red epic camera	\$ 45,000	\$ 19,286	\$ 38,571.43	\$ 57,857.14	\$ 77,142.86	
studio lot	\$ 333,000	\$ 348,429	\$ 336,857	\$ 325,286	\$ 313,714	60%
lighting / microphones / stands	\$ 55,500	\$ 58,071	\$ 56,143	\$ 54,214	\$ 52,286	10%
wardrobe / props / accessories	\$ 111,000	\$ 116,143	\$ 112,286	\$ 108,429	\$ 104,571	20%
travel	\$ 55,500	\$ 58,071	\$ 56,143	\$ 54,214	\$ 52,286	10%
total not including camera	\$ 555,000	\$ 580,714	\$ 561,429	\$ 542,143	\$ 522,857	100%
total including camera	\$ 600,000	\$ 600,000	\$ 600,000	\$ 600,000	\$ 600,000	

**VFX BREAKDOWN**

SOME OF THE VISUAL EFFECTS WILL BE DONE BY THE OWNER, THEREBY CUTTING COSTS

Item	Percent	Valuation
CONCEPT WORK	33%	\$ 99,000
3D MODELLING/TEXTURING	67%	\$ 201,000
3D ANIMATION	0%	\$ -
POST	0%	\$ -
EDITING	0%	\$ -
total	100%	\$ 300,000

**TALENT BREAKDOWN**

SOME OF THE CHARACTERS HERE ARE CGI, AND THEREFORE WILL NOT BE COMPENSATED. KOSHI, THE OWNER, WILL NOT BE COMPENSATED.

Character	Total Dialogues	Actual Scenes	Acted Scenes	Acted %	Valuation
KOSHI	170	25	0	0%	\$ -
BIGIEU	100	17	17	16%	\$ 93,578
HIRSCH	30	9	9	8%	\$ 49,541
DERRIDA	11	8	8	7%	\$ 44,037
NU	15	8	0	0%	\$ -
SCIENTIST # 1	20	6	6	6%	\$ 33,028
GIRL	16	6	6	6%	\$ 33,028
VALERIAN	36	6	6	6%	\$ 33,028
SCIENTIST # 2	6	5	5	5%	\$ 27,523
JACOB HARGREAVE	23	5	5	5%	\$ 27,523
GENOVA BIOTECH DIRECTOR	13	4	4	4%	\$ 22,018
MIKE THE COWBOY	15	4	4	4%	\$ 22,018
ALMA	6	4	4	4%	\$ 22,018
GUARD # 1	3	3	3	3%	\$ 16,514
D/GENERATION	5	3	0	0%	\$ -
SUSAN	6	3	3	3%	\$ 16,514
JIM RAYNOR	15	3	3	3%	\$ 16,514
ARISTIDE	6	2	2	2%	\$ 11,009
MICHAEL	2	2	2	2%	\$ 11,009
POLICE OFFICER # 1	2	2	2	2%	\$ 11,009
WINTOUR	4	1	1	1%	\$ 5,505
CIVILIAN	1	1	1	1%	\$ 5,505
REPORTER # 1	1	1	1	1%	\$ 5,505
ARISTIDE'S LAWYER	1	1	1	1%	\$ 5,505
ALICE	1	1	1	1%	\$ 5,505
REPORTER # 2	1	1	1	1%	\$ 5,505
GUARD # 2	1	1	1	1%	\$ 5,505
PRISON GUARD # 1	2	1	1	1%	\$ 5,505
POLICE OFFICER # 2	2	1	1	1%	\$ 5,505
OFFICER # 1	2	1	1	1%	\$ 5,505
PRISON GUARD # 2	3	1	1	1%	\$ 5,505
WARDEN	1	1	1	1%	\$ 5,505
WINTOUR'S EMPLOYEE	1	1	1	1%	\$ 5,505
SCIENTIST # 3	1	1	1	1%	\$ 5,505
GUARD	1	1	1	1%	\$ 5,505
SOLDIER # 1	1	1	1	1%	\$ 5,505
ATTACK DROID	1	1	0	0%	\$ -
BLACK MESA GUARD	1	1	1	1%	\$ 5,505
PARENT	1	1	1	1%	\$ 5,505
CHILD	1	1	1	1%	\$ 5,505
ALL	1	1	1	1%	\$ 5,505
total	529	146	109	100%	\$ 600,000

**CREW BREAKDOWN**

<b>Item</b>	<b>Percent</b>	<b>Valuation</b>
director	12%	\$ 68,400
writers	10%	\$ 57,000
producers	10%	\$ 57,000
composer	5%	\$ 28,500
cinematographer	5%	\$ 28,500
editor	5%	\$ 28,500
production designer	5%	\$ 28,500
art director	5%	\$ 28,500
set decorators	2%	\$ 11,400
costume designers	2%	\$ 11,400
make-up department	2%	\$ 11,400
production managers	2%	\$ 11,400
assistant directors	10%	\$ 57,000
art department	2%	\$ 11,400
sound department	2%	\$ 11,400
special effects	2%	\$ 11,400
visual effects	2%	\$ 11,400
stunts	2%	\$ 11,400
camera and electrical department	2%	\$ 11,400
casting department	2%	\$ 11,400
costume and wardrobe department	2%	\$ 11,400
editorial department	2%	\$ 11,400
music department	2%	\$ 11,400
transportation department	2%	\$ 11,400
miscellaneous crew	2%	\$ 11,400
special thanks	1%	\$ 5,700
<b>total</b>	<b>100%</b>	<b>\$ 570,000</b>

**LEGAL BREAKDOWN**

Item	Percent	Valuation
crew insurance	33%	\$ 49,500
talent insurance	33%	\$ 49,500
licenses for songs	15%	\$ 22,500
misc licenses	19%	\$ 28,500
total	100%	\$ 150,000

**WRITING BREAKDOWN**

IN THIS CASE, "MISC VERIFICATION" REFERS TO MEETINGS AND DIALOGUE BETWEEN THE WRITERS AND THE CASTING DEPARTMENT, COSTUME AND WARDROBE DEPARTMENT, EFFECTS DEPARTMENTS, AND PRODUCERS TO ENSURE THE SCREENPLAY STAYS WITHIN THE PRODUCTION BUDGET

Version	Percent	Valuation
1st draft	25%	\$ 15,000
2nd draft	10%	\$ 6,000
final draft	5%	\$ 3,000
verification with cgi team	10%	\$ 6,000
misc verification	10%	\$ 6,000
1st proof	5%	\$ 3,000
2nd proof	5%	\$ 3,000
final	30%	\$ 18,000
total	100%	\$ 60,000

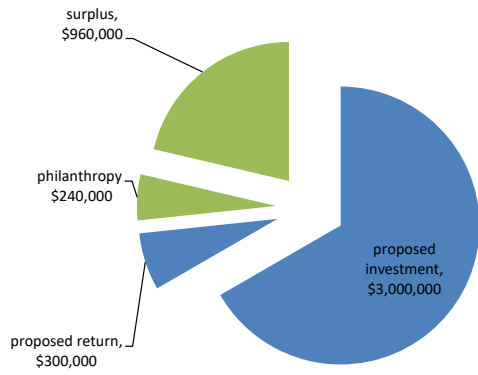
**MARKETING & DISTRIBUTION BREAKDOWN**

Item	Percent	Valuation
advertising	20%	\$ 144,000
social media	10%	\$ 72,000
theatrical	50%	\$ 360,000
festivals	20%	\$ 144,000
total	100%	\$ 720,000

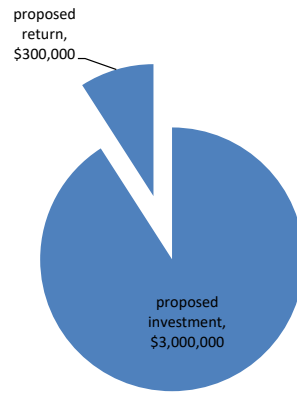
**HYPOTHETICAL REVENUE**

Item	Valuation	Percentage of Initial Investment	Percentage of Revenue	Percentage of Profit
proposed investment	\$ 3,000,000	100.00%	66.67%	250%
proposed return	\$ 300,000	10.00%	6.67%	25%
philanthropy	\$ 240,000	8.00%	5.33%	20%
surplus	\$ 960,000	32.00%	21.33%	80%
estimated revenue	\$ 4,500,000	150.00%	100.00%	375%
estimated profit	\$ 1,200,000	40.00%	26.67%	100%

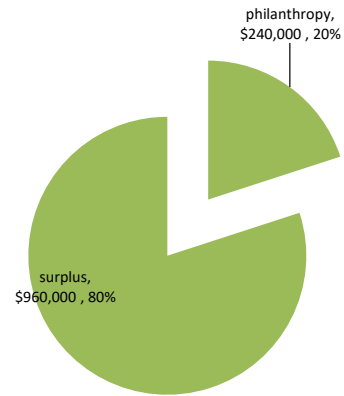
**HYPOTHETICAL REVENUE**



**HYPOTHETICAL INVESTMENT**



**HYPOTHETICAL PROFIT**



**HYPOTHETICAL PHILANTHROPIC SPEND**

Item	Percent	Hypothetical Valuation
global health	28%	\$ 67,200
non-program areas	2%	\$ 4,800
strategic media partnerships	1%	\$ 2,400
global policy & advocacy	5%	\$ 12,000
united states program	15%	\$ 36,000
global development	49%	\$ 117,600
total	100%	\$ 240,000

DUE TO FLOATING POINT ERRORS, SOME TOTAL COUNTS MAY BE OFF BY 1 DOLLAR

**GLOBAL HEALTH BREAKDOWN**

Item	Percent	Hypothetical Valuation
HIV/AIDS	37%	\$ 24,864
malaria	29%	\$ 19,488
tuberculosis	20%	\$ 13,440
exotic disease	14%	\$ 9,408
total	100%	\$ 67,200

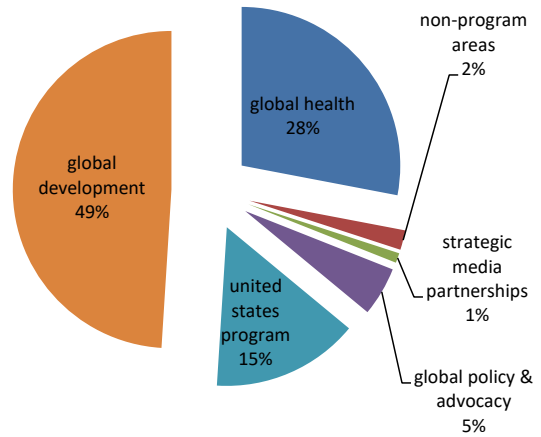
**NON-PROGRAM AREAS BREAKDOWN**

Item	Percent	Hypothetical Valuation
incentivized grants	50%	\$ 2,400
sponsorships	50%	\$ 2,400
total	100%	\$ 4,800

**STRATEGIC MEDIA PARTNERSHIPS BREAKDOWN**

Item	Percent	Hypothetical Valuation
local broadcast	20%	\$ 480
overseas broadcast	80%	\$ 1,920
total	100%	\$ 2,400

**HYPOTHETICAL PHILANTHROPY**



**GLOBAL POLICY & ADVOCACY BREAKDOWN**

Item	Percent	Hypothetical Valuation
tobacco	17%	\$ 2,040
obesity	83%	\$ 9,960
total	100%	\$ 12,000

**UNITED STATES PROGRAM BREAKDOWN**

Item	Percent	Hypothetical Valuation
U.S. education	92%	\$ 33,120
advocacy/administrative programs	8%	\$ 2,880
total	100%	\$ 36,000

**GLOBAL DEVELOPMENT BREAKDOWN**

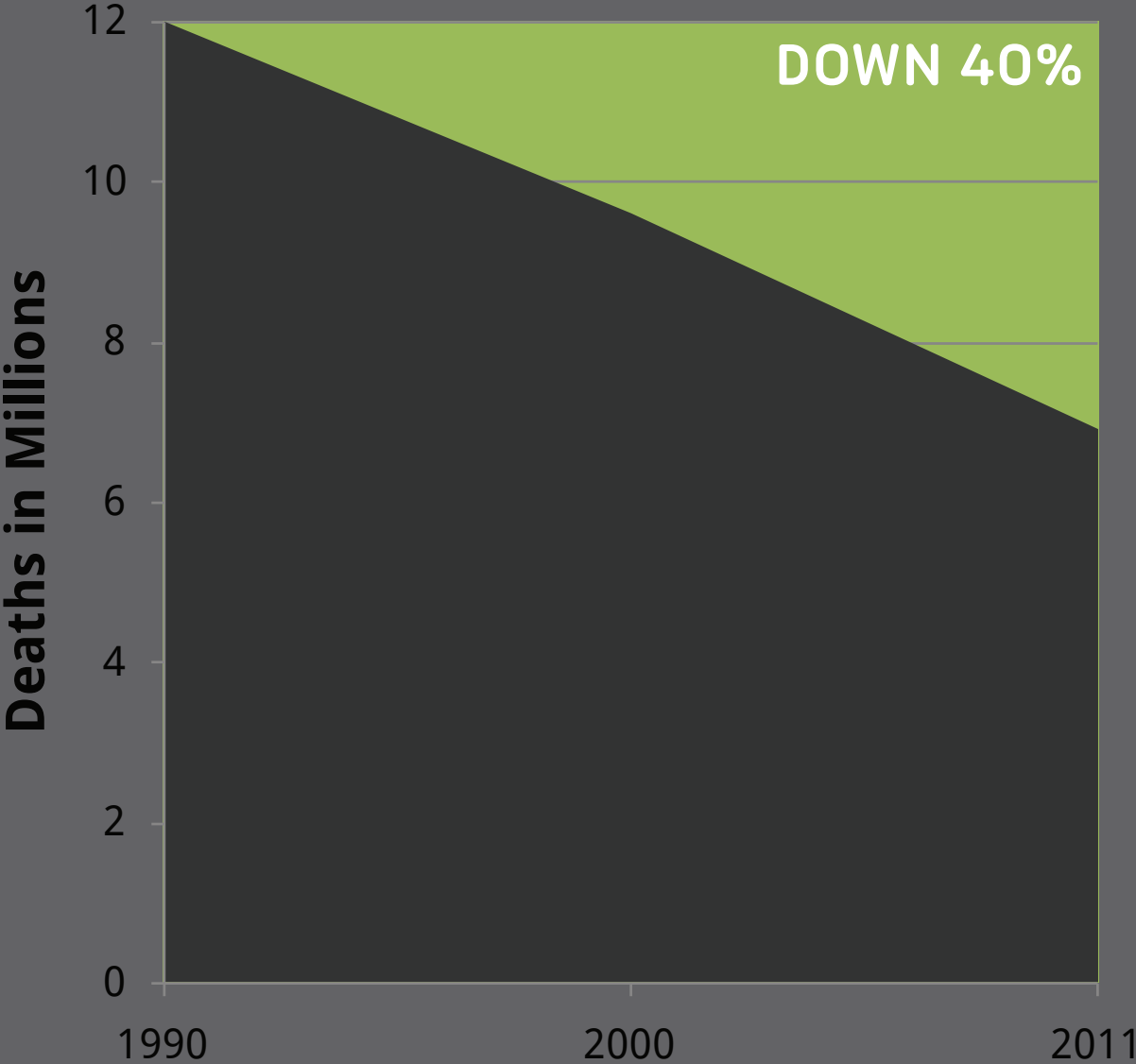
Item	Percent	Hypothetical Valuation
agriculture	39%	\$ 45,864
vaccine delivery	31%	\$ 36,456
family health	21%	\$ 24,696
water	9%	\$ 10,584
total	100%	\$ 117,600





# We've Come A Long Way In Foreign Aid

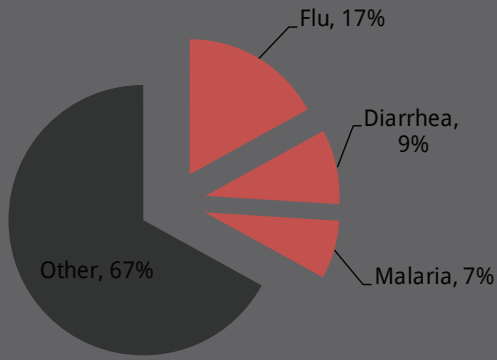
## Childhood Mortality



source: world health organization

# But We Have A Long Way To Go

## Child Mortality by Cause



About 33% of child mortality is related to malnutrition and other preventable diseases.

Most of these deaths occur in Sub-Saharan Africa.

But if we can partner with individuals already deployed starting at a small scale, we can make a big difference.



## MORE VACCINES

## AFRICAN CROPS



cassava



maize



millet



sorghum



yam

These important African crops are staple foods for the same regions that often suffer from low crop yields.

If we can partner with local farmers, we can help out.



## BETTER SEEDS

