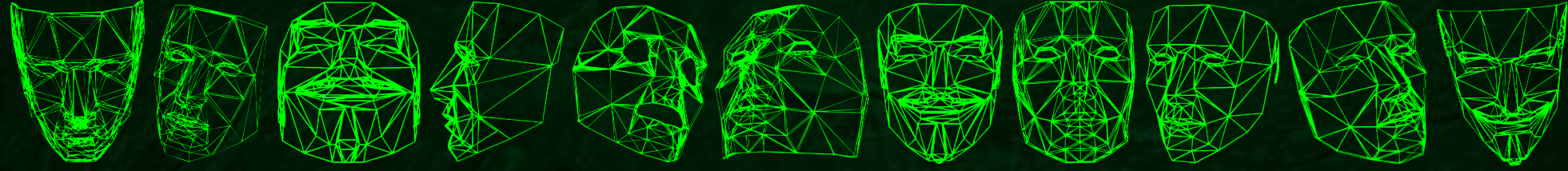


PRESS START

THE SPORTS



THE END

PRESS START

IDEA

THE YEAR IS 2020. THE DEADLY VIRUS COVID-19 CONTINUES TO RAVAGE COMMUNITIES ALL OVER THE GLOBE. STRICT SAFETY RESTRICTIONS, THE SHUT DOWN OF BUSINESSES & SOCIAL DISTANCING MEASURES HAVE FORCED THE MUSIC INDUSTRY TO RETREAT AND BEGIN TO FUNCTION REMOTELY BEHIND CLOSED DOORS.

WITH EVERY DJ AND THEIR GRANNY LIVESTREAMING THEIR SET FROM A HAPHAZARDLY BOTANICAL STUDIO FLAT, AN EVENT APPEARS ONLINE OFFERING MUSIC LOVERS AN IMMERSIVE EXPERIENCE INSIDE A VIRTUAL CLUB IN THE REALMS OF CYBERSPACE - AN OPPORTUNITY TO RELEASE THEIR PENT UP FRUSTRATIONS AND ONCE AGAIN RELIVE THE CLUBBING EXPLOITS THEY GOT TO ENJOY PRE-LOCKDOWN.

TAKING THE FORM OF A RETRO 'CHOOSE YOUR OWN ADVENTURE' STYLE VIDEO GAME, AN ADVENTURE GUIDE WILL TAKE THE REVELLER ON A JOURNEY THROUGH ALL THE FAMILIAR NOTIONS THAT ONE CAN FIND ON A NIGHT OUT IN THE BIG SMOKE.

STYLE

THE FILM WILL HAVE A RETRO FUTURISTIC 80'/90's FEEL TO IT, TAKING INSPIRATION FROM OLD VHS FOOTAGE, RAVE FLYERS & EARLY PLAYSTATION 1 MOTION GRAPHICS AND DESIGNS. TO KEEP CONSISTENT WITH THE RETRO VIBE, THE FILM WILL HAVE A GREEN TINGE TO ITS AESTHETIC INCLUDING THE DIFFERENT CHARACTERS AND CGI ELEMENTS THROUGHOUT.

MADE ALMOST ENTIRELY FROM CGI & MOTION GRAPHICS, THE CYBER LANDSCAPES AND TYPEFACES IN THE FILM WILL FEEL AS THOUGH THEY ARE BEING RENDERED IN A 90's VIDEO GAME CONSOLE AND WILL TAKE ON THE FORM OF 3D GRIDS AND WIREFRAMES. THEY WILL BE PIXELATED, BLOCKY AND NOSTALGIC - CREATING AN ENTICING AND IMMERSIVE VISUAL SPACE THAT EMULATES A BYGONE ERA WE CAN ALL RELATE TO, WHILE ALSO REITERATING THE FACT THAT THIS IS ALL HAPPENING WITHIN A VIRTUAL SPACE.



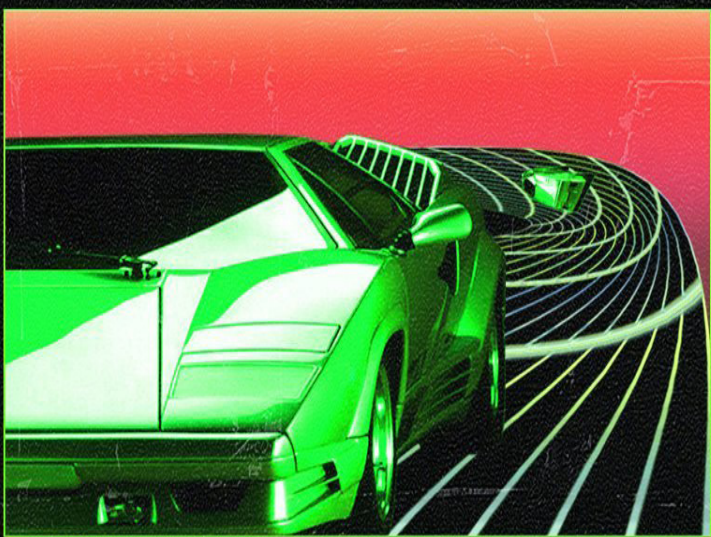
KEEP HUSH PRESENTS

CLUB

TURBO

10PM - 4AM

09 - 11 - 18



RIZ LA TEEF
BAMZ
LUDO
FREDCC
& FREDDY



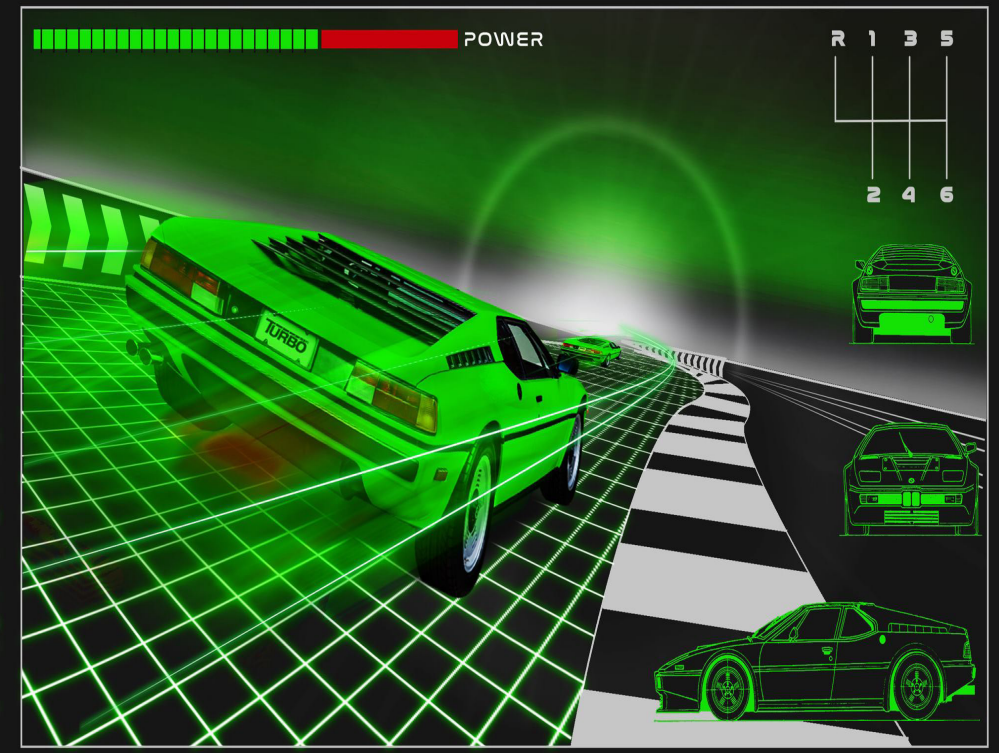
TICKETS VIA : WWW.KEEPHUSH.LONDON/CLUBTURBO/

UNDR , DALSTON

KEEP HUSH

CLUB

TURBO



CHIMPO & FRIENDS:
SAM BINGA B2B CHIMPO
COCO BRYCE B2B CHIMPO
????? ????? B2B CHIMPO

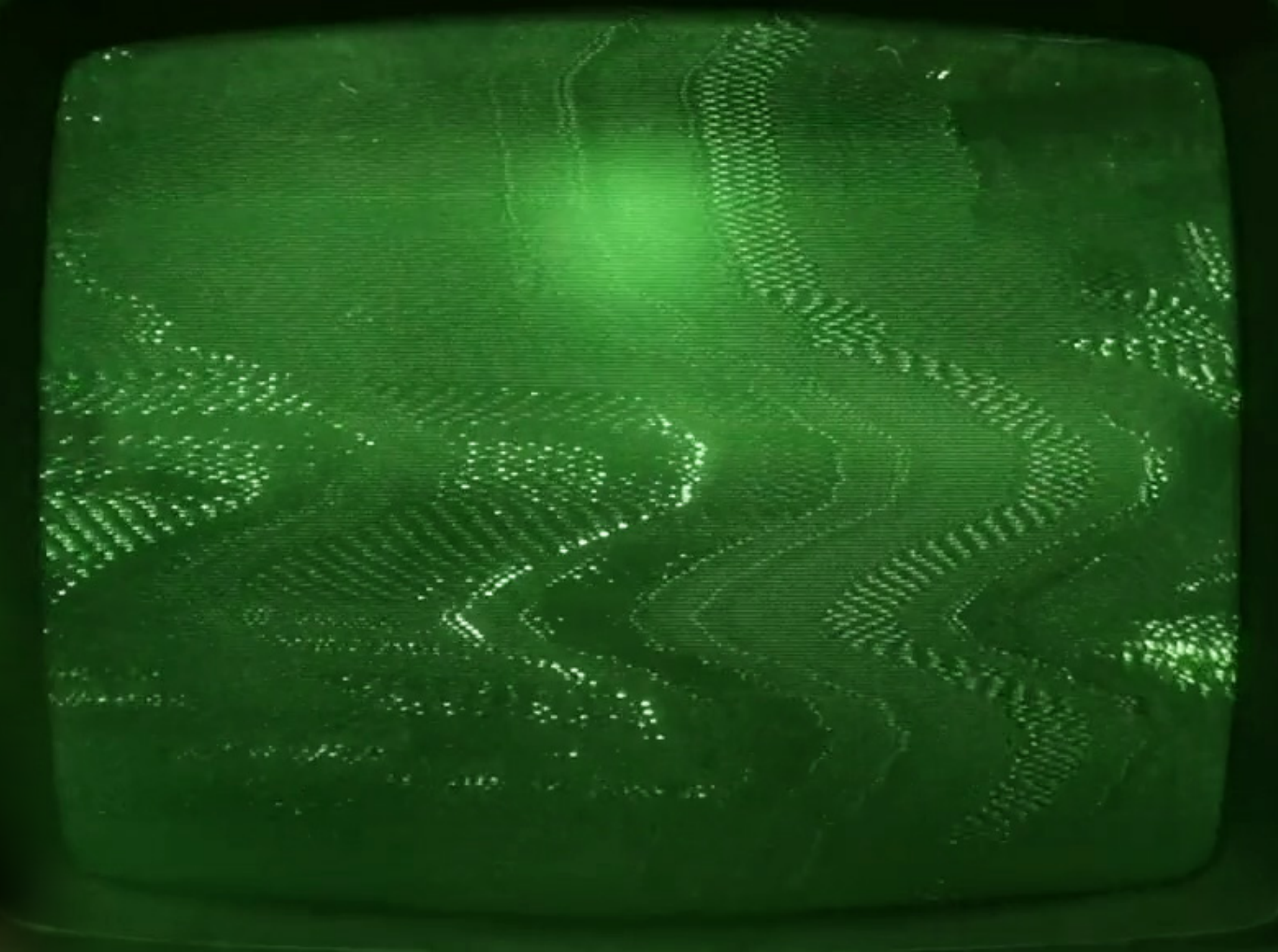
LOCAL ACTION:
?????
???
????? ???????

01ST NOVEMBER 11PM - 5AM CLF ART CAFE (BUSSEY BUILDING)



THE MONITOR

THE FIRST SCENE IN THE FILM WILL BE A SLOW ZOOM ONTO A RETRO COMPUTER MONITOR AS IT FLICKERS ON AND PROMPTS 'PRESS SPACE TO ENTER'. THE MONITOR ACTS AS A GATEWAY TO THE VIRTUAL WORLD IN WHICH THE FILM TAKES PLACE AS IF IT WERE A COMPUTER PROGRAM. THE CAMERA CONTINUES TO ZOOM INTO THE SCREEN OF THE MONITOR AS WE ENTER THE VIRTUAL SPACE AND THE ADVENTURE GUIDE APPEARS OUT OF THE DARKNESS TO BEGIN THE JOURNEY.



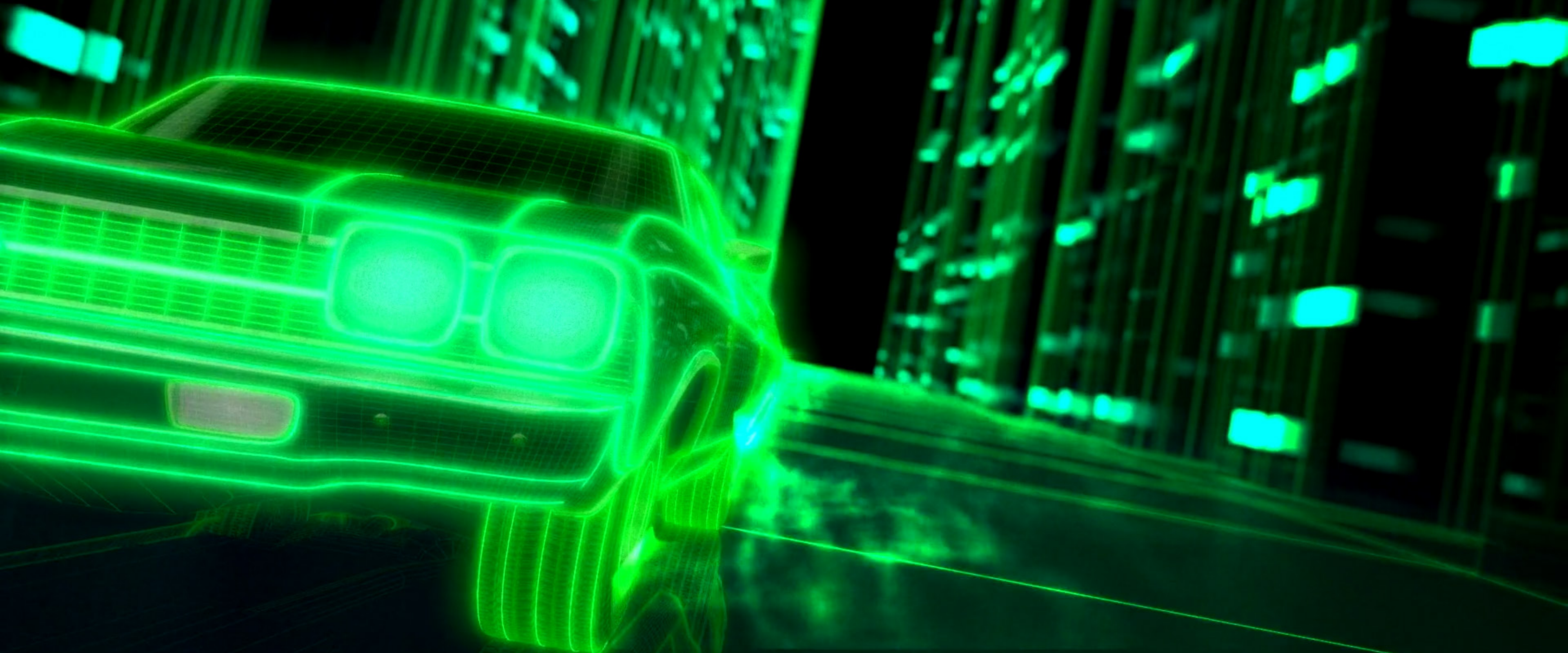
THE UBER

THE COMPUTER GENERATED UBER WILL TAKE THE VIEWER THROUGH A VIRTUALLY REIMAGINED LONDON TOWARDS THE CLUB WHILE THE CITY LOADS UP IN WIREFRAME FORM AROUND THEM.

THE DRIVER WILL BE CAPTURED ON GREEN SCREEN AND GIVEN A LO-FI MAKEOVER TO MAKE THEM LOOK LIKE THEY ALSO HAVE BEEN GENERATED IN THIS VIRTUAL SPACE.


AT THE END OF THE RIDE THEY WILL PROMPT THE PROTAGONIST TO GIVE THEM A RATING.











THE TUNNEL

AS THE CLUB DOORS OPEN THE CAMERA WILL DESCEND DOWN A SYMMETRICAL TUNNEL ILLUMINATED BY THE GLIMMER OF CGI LANDSCAPES FORMING AS THEY LOAD.

FAMILIAR CHARACTERISTICS OF A LONDON NIGHT OUT MANIFEST IN THE FORM OF PIXELS AND WIREFRAMES AS THE CAMERA GLIDES PAST.

THIS FOR EXAMPLE, COULD TAKE ON THE FORM OF A CHICKEN SHOP WE SEE FREQUENTED BY REVELLERS IN THE EARLY HOURS OR THE LUMINESCENT GLOW OF A TUBE STATION SIGN.

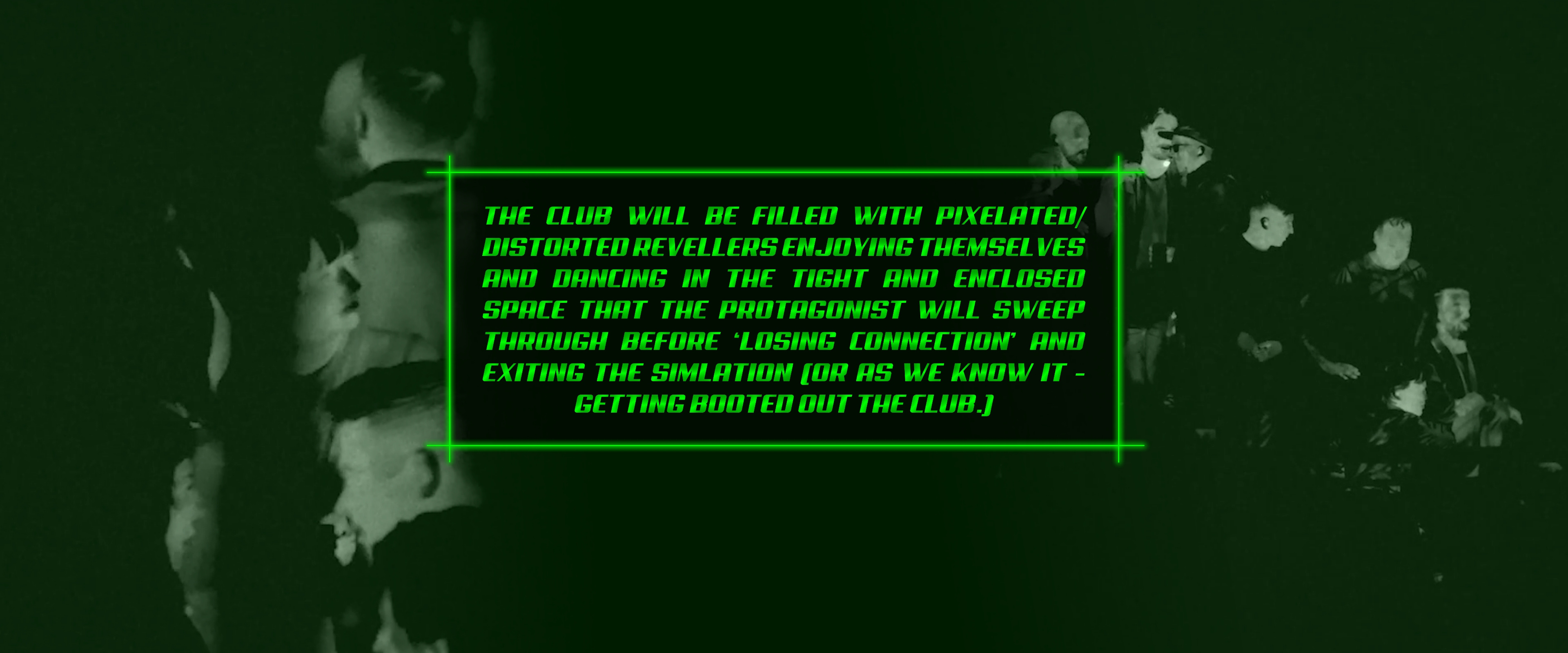
THE CLUB

THE DANCEFLOOR WILL BE A DARK AND DINGY ROOM ILLUMINATED BY PANELS OF LIGHT ON THE WALLS.

IT IS AT THIS POINT IN THE FILM THAT WE WILL BE INTRODUCED TO OTHER COLOURS BESIDES GREEN AS THE FILM REACHES IT'S CLIMAX.

THE CLUB SPACE WILL INCLUDE THE DANCEFLOOR, A BAR AND DECKS WHERE A CGI HOLOGRAM OF AK SPORTS WILL BE PLAYING A DJ SET.





***THE CLUB WILL BE FILLED WITH PIXELATED/
DISTORTED REVELLERS ENJOYING THEMSELVES
AND DANCING IN THE TIGHT AND ENCLOSED
SPACE THAT THE PROTAGONIST WILL SWEEP
THROUGH BEFORE 'LOSING CONNECTION' AND
EXITING THE SIMULATION (OR AS WE KNOW IT -
GETTING BOOTED OUT THE CLUB.)***





CHARACTERS

THERE WILL BE SEVERAL PHYSICAL AND INTERACTIVE CHARACTERS IN THE VIDEO ALONGSIDE THE ADVENTURE GUIDE, INCLUDING THE BOUNCER & DJ. OTHER REVELLERS WHO HAVE PURCHASED A TICKET TO THE EVENT WILL BE SHOWN AS PIXELATED SILHOUETTES TO REINFORCE THE ANONYMITY OF THE INTERNET AND THE CYBER PRESENCE OF OTHER PEOPLE IN THE FILM.

REAL PEOPLE WILL BE FILMED AGAINST A GREEN SCREEN TO CREATE THESE CHARACTERS. THEY WILL BE SHOT EITHER ON A VHS CAMERA ITSELF OR ON A DIGITAL DSLR TO WHICH THEY CAN THEN BE GIVEN A LOFI MAKEOVER IN THE EDIT.



THE BOUNCER CHARACTER IN OUR FILM WILL ALSO APPEAR TO TAKE ASPECTS OF THIS CYBER PUNK THEME WITH OAKLEY'S STYLE SHADES AND SLICKED BACK HAIR. TO KEEP IT AUTHENTIC TO THE BRITISHNESS OF THE FILM HE WILL SPEAK IN COCKNEY COLLOQUIALISMS AND WILL DON THE ICONIC LUMINESCENT GREEN ARMBAND AND A MEAN ATTITUDE.

THIS CHARACTER WILL APPEAR AS A 'BOSS' THAT OUR HERO MUST FACE IN ORDER TO PROCEED TO THE CLUB.





COSTUME

HEAVILY INFLUENCED BY THE COSTUME DESIGN IN THE MATRIX TRILOGY & BLADE, OUR FILM WILL USE A SIMILAR FUTURISTIC 'CYBER PUNK' THEME IN IT'S APPROACH TO THE COSTUME.

THIS WILL BE APPARENT ESPECIALLY IN THE ADVENTURE GUIDE WHO IS INSPIRED BY THE CALM AND COLLECTED DEMEANOR OF THE CHARACTERS NED, MORPHEUS AND TRINITY AND IS SIMILARLY CLAD IN SHADES AND A LEATHER DUSTER.









VISUAL ASSETS

VARIOUS POINTS IN THE FILM WILL FEATURE VISUAL ELEMENTS THAT ALLUDE TO THE VIRTUAL WORLD AS BEING A VIDEO GAME.

INSPIRED BY RETRO GAMING, THE PROTAGONIST WILL ACT AS OUR FIRST PERSON HERO IN THIS VIDEO GAME AND WILL INTERACT WITH CERTAIN ELEMENTS SUCH AS A HEALTH BAR THAT FLASHES UP AFTER A MAJOR EVENT IN THE FILM OR HOLOGRAPHIC ELEMENTS THAT APPEAR AS THE HERO PROGRESSES.



