

THE MOST UNIMAGINABLE HORROR



WHEN THE DEAD RISE. NO CHILD IS

TOO YOUNG TO DIE

FIND MORE AT
WWW.WEARETOOYOUNGTODIE.COM



Eze as Pi Productions Ltd

BRITISH SENSIBILITIES. AMERICAN STYLE.

WWW.EZEASPI.COM

Too Young to die

Horror (2014)

Written and Directed by the Thompson Brothers.

SYNOPSIS:

After a train crash, a small village in the North of England is overrun with the living dead. As the authorities are scattered, a group of children are kept hidden in their school, protected by the last few teachers. But when the creatures find a way in, the children find themselves alone and on the run in a city saturated in blood and suffering. Together, they keep each other safe as they look for help and survival, unsure if they are alone in this terror – or if the whole world is now overrun.

SCRIPT DETAILS

Third draft complete, available on request (Email : script@wearetooyoungtodie.com.)

Writing:

After an original idea by Wayne Thompson, Henry and James Thompson rewrote the script, the intention for Wayne was to make a film about children in danger. As a father, it is his biggest fear and felt it was a story worth telling. Most stories try to protect the children, surrounding them with other survivors, but for Wayne, the ultimate fear is what would happen to his children if he wasn't there to protect them.

While at its core, the story is a simple horror film about children in an impossible situation, it also has multiple elements to bring people back for a second viewing. Much time was spent making sure the children had their own character arcs and stories and connections but retained the personality of their ages. Early reviews of the script have been very positive.

Intent to direct:

The Thompson brothers have a clear vision for the film. While they have all directed short films, only Henry has directed a feature film before. (Walk Away – www.Mistakeshauntyou.com) Even though they are all very distinct directors, the brothers are of one mind for Too Young to die and know what they want. All three agree on every scene before shooting it and moving on, but each has their own distinct role as well. Henry has priority over camera and visuals and structure. Wayne has priority over actors and character. James has priority over tone and continuity. Communication and trust is the key to why the Thompson brothers work so efficiently together as one.

Locations:

With the exception of a montage early on, the film takes place over two days. The majority of exterior scenes take place during the daytime. And while the story takes place across an entire town, there are eight core locations. A house, school, park, retirement home, petrol station, hospital, police station, and town hall. Because of the level of action in the script, it's estimated the script can be filmed over 30/50 days.

Keeping costs down. The school, hospital, police station and retirement home – regardless whether filmed on location or as a set, can be redressed to serve as all four. (Long hall corridors and large open areas with offshoot rooms). These locations were chosen and written into the script for this very reason.

While the town itself is intended to be in the North East of England, it can be filmed in England, Scotland or Ireland. Wherever would offer the best cost for shooting. Exteriors of the streets are interchangeable. Whichever location is used in the end, it is intended to feature the area heavily and show the wonder of European rural towns. Beautiful, but isolated.

Cast:

7 children (ages 5-14), 4 adults with main speaking roles. Between 30/50 extras at most.

Each adult role would require only one or two days of shooting. The children's roles will require between 30/40 days of filming, depending on locations. Obviously, working with children requires additional guidance and levels of health and safety, plus, children are only allowed to be on set for a maximum of 6 hours a day. Because of this, their shooting schedule is 'over' estimated to cover all eventualities.

A group of between 5 and 15 extras reused as various zombies would be used for around half of this shooting schedule. An additional 20/40 people would be needed for only one scene, taking one day.

While no cast has been made official yet, as of December 2013, Melissa Suffield (EastEnders), David Morrissey (The Walking dead), Rutger Hauer (Blade Runner), Mick Foley (WWE hardcore legend), Ron Thal (Guns and Roses' guitarist) and Royston Vasey (Chubby Brown) have all expressed interest in the project as adult roles – depending on the budget being raised.

Lead Cast:

Brandon – 14 – Male, Average build, headstrong. Brandon tries to keep the group together as he's the oldest.

Sophie – 13 – Female, Tall, shy and withdrawn, but slowly she comes to understand leadership to save those younger.

Sean – 10 – Male, meek and scared, but forced to be strong.

Sally – 10 – Female, Tomboy. Middle child, always trying to be helpful.

Callum – 8 – Male, Average build, acts like everything is a game. Running with a false sense of indestructibility.

Lindsey – 7 – Female, Brandon's baby sister. Afraid of everything, she just wants to be protected.

Tommy – 5 – Male, the youngest. He tries to be strong for everyone but is easily distracted, can't stop being a kid.

Mr. Connors – 30/60 – The headmaster at the children's school. He tries to keep them safe, but slowly becomes unstable.

Ms. Robson – 30/50 – Another teacher at the school, very afraid, but maternal over the children. Follows what Mr. Connors says.

Robbie – 30/50 – Presents himself to the children as a police officer, but after talking, attacks them. Don't know how honest he is.

Michael – 30/50 – Brandon's father. Ex-military. Has been too afraid to rescue the children, he waits for help. Has a short temper.

Estimated costs/equipment/effects:

The project has been designed for two different budget models. One to maximize the chance for a theatrical release and one for a home video/television market alone. The core differences between these cost sheets is scale and equipment. For the lower budget version we would choose to film the movie on RED SCARLET cameras which would allow for high quality 1080p HD footage, at a fairly low cost. For our full budget, RED ONEs would be used, and filmed in 4K, while more expensive, these cameras have proven themselves over the past few years with many feature films in theaters using them. This would require more lighting during production and also increase post production costs to manage this size footage, including new computers, editing software, hard drives, etc.

Our core team has experience with a variety of cameras and will not require a new Director of Photography, however, crane/steady-cam operators, etc. Would be invaluable to this production, to help maintain a filmic look – we don't want to make this movie hand held or quasi-documentarian style. Some of our previous work has been quite shaky. Whenever this happened was purely necessity or lack of equipment. Not a statement of style.

Additionally, the buildings, locations, sets would be all shot on location in the lower budget and some pre-fabs would be manufactured and redressed per scene for the higher version. Additionally, more scene manipulation – damage to buildings, removing planes from the sky, etc. would be done in Post-production with the higher budget, helping to sell the overall world more. These minor post production tweaks would be possible with the lower budget, but may not have the time spent to make them as realistic, due to staffing costs.

Both costs are very low, considered low to micro budgets. We feel confident with our previous experiences and research that a good movie can be made for the median budget. And a great movie with a grand scope can be made for the recommended budget, allowing for an immersive and technically superior movie, without neglecting the look and feel of a bigger budget film. Obviously, even the recommended cost is the minimum we could do this for. Anything over this amount would however greatly increase what we'd be able to bring to the screen.

PROJECTED BUDGET A more detailed assessment is available on request.

Item	Estimated Lowest cost / recommended cost		
Producers:	£15,000	£30,000	
Writers:	£10,000	£30,000	
Directors:	£20,000	£30,000	
Cast:	£40,000	£70,000	(3 featured adults, 7 lead children)
Crew:	£10,000	£20,000	(Camera operators, technicians, grips, etc.)
Film equipment:	£35,000	£75,000	(All recording devices and lights, etc.)
Location costs:	£5,000	£15,000	
Set design:	£5,000	£15,000	
Props design/buying:	£4,000	£15,000	
Practical Effects/Make up:	£5,000	£20,000	
Visual Effects:	£5,000	£25,000	
Transportation:	£5,000	£5,000	
Health and Safety:	£2,500	£10,000	
Editors:	£5,000	£10,000	
Composers:	£2,000	£5,000	
Music rights:	£5,000	£25,000	
Sound design:	£2,000	£6,000	
Incentives (For investors):	£5,000	£10,000	
Miscellaneous:	£14,500	£34,000	(Catering, accommodation, etc.)
Subtotal:	£200,000	£450,000	

Funds acquisition and the - we are too young to die community:

Originally we aimed to get this studio funded, but kept finding everyone would be more interested in buying the script than producing our version. The studio system is very biased against those without leverage, we're not big enough names to make sure we get things made the way we'd want, and we believe in this project very strongly. How can we trust whoever took it over would feel the same? We also want to support our local film community which is constantly shunned by bigger cities like London and Manchester.

We also believe this film could be an event and we want everyone, especially horror fans, to be a part of it. So we've opted for a 3-tiered approach (Crowd funding, merchandising and private investment/donations) all leading to what we want to call the WE ARE TOO YOUNG TO DIE community. [Http://www.WeareTooYoungtoDie.com](http://www.WeareTooYoungtoDie.com)

Every single person who invests even a penny into this production will be credited in the film as a survivor who was too young to die. On our official website we'll be releasing a series of limited merchandise which will only be available for the development and pre-production phases. Making them all instant collectors' items when the movie gets made. Additionally, any investment at all entitles anyone to be a part of the filmmaking process. As the movie rolls forward into pre-production and eventually production, polls and comments in a member's only section of our website will allow everyone who is too young to die to help shape the way it moves forward.

Distribution:

Depending on budget constraints, the film, when finished, will either be licensed to be screened in theaters or released directly to DVD/Blu-Ray and digital streaming services. However, every person who invests in Too young to die, as part of the community will be entitled to a free copy upon completion. The amount of investment dictates what format that will be on. Any

other information about distribution would be dependent on sales agents and individual territories, so we can only speculate at this stage, but we intend this movie to be released and screened on every continent at some stage.

EZE AS PI PRODUCTIONS The Production company

Eze as Pi Productions Ltd was founded by Henry Thompson in 2006 to make the film Walk Away. The movie, self-financed for £30,000, took two years to film. During this time, he cast and worked with Wayne Thompson and James Thompson. The three all soon became close friends and the Thompson Brothers were born.

A variety of personal and professional factors held back the completion of the film. But 2014 will see the release of Walk Away once post production is complete, now that the team is producing new projects. Several scripts, short films and television pilots.

For more up to date information on the company, please visit www.ezeaspi.com.

Or Follow us on Twitter: @EzeasPi_Ltd and Like us on Facebook: www.facebook.com/Ezeaspi productions also find us on LinkedIn.

CREW The team behind Too Young to die.

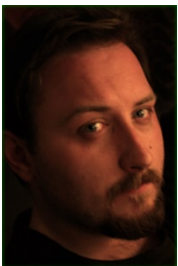
WAYNE THOMPSON – Story by / Writer / Producer / Director



(IMDB: [nm3146549](https://www.imdb.com/name/nm3146549/)) Wayne has been working as an actor and make up effects artist for over 10 years. In that time he has appeared in TV shows, short and feature films. (Not to mention stunt riding, fight choreography, etc.) The last few years, has been primarily working on his own. Producing and directing are just additional feathers in his filmmakers cap. Further establishing his dedication and passion for film.

WayneThompson@ezeaspi.com, @MrWayneThompson, and find him on Facebook and LinkedIn.

HENRY THOMPSON – Writer / Producer / Director



(IMDB: [nm6067767](https://www.imdb.com/name/nm6067767/)) American ex-patriot and ex-Graphic artist/photographer; Henry has a deep run passion for all media. Movies, TV shows, games, music, he loves it all and wants to dabble in it all. Aside from executive producing everything Eze as Pi has made, writing and directing [WalkAway](#), and actively developing new scripts, he is working on some concepts for video games.

Director@ezeaspi.com, @EzeasPi, and find him on Facebook and LinkedIn.

JAMES THOMPSON – Writer / Producer / Director



(IMDB: [nm6067772](https://www.imdb.com/name/nm6067772/)) Jim started his acting career in the theatre back home in Bermuda while he produced his own Web-comic for a few years. Jim moved to the UK looking to further his acting, starting with a lead role in [WalkAway](#). Always a writer, since his comic days, the Thompson brothers collaborate on everything now, Jim's particular brand of action and humor being a perfect fit with the Eze as Pi mentality of writing.

JamesThompson@ezeaspi.com, @MrJimmyThompson, and find him on Facebook and LinkedIn.

Development History Updated March 15th 2014.

Sep 2013.

First draft complete.

Oct 2013. First approach of studios/production houses.

Nov 2013. Second draft complete complete.
Research/budgeting complete.

Dec 2013. Test teaser filmed.
Investors/Actors approached.
Third draft complete.

Jan 2014. Additional investors/Actors approached.
Too Young to die demo theme scored.

Feb 2014. Additional footage for teaser filmed.
Teaser released.
Poster released.

Mar 2014. Three posters released.
More actors approached.
A series of merchandise has been designed.
Website in development.
Crowdsourcing set up and open to the public.
Two teasers complete.
Video pitch with interviews released.
Behind the scenes music video released.

Apr 2014. Melissa Suffield confirms interest.
Indiegogo.com crowdfund live.
Teaser released to YouTube.
Twitter @nodyingyoung live
Facebook <http://www.facebook.com/wearetooyoungtodie> live
Interviews set for Sun FM, Horror blogs, and more.
Website <http://www.wearetooyoungtodie.com> live.