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EXECUTIVE SUMMARY

The purpose of this Co-production Proposal is the successful completion, marketing and distribution of the full-length animation POLA NEGRI

THE STORY

Descript Drois Germany). The heart of \$14505CH removerhim is Anim White who shares the white of the entire removerhim

SYNOPSIS

She conquered the screen, stole the world's heart, and dared to love like no star before her.

PCLA NEGRI is a sweeping animated epic blending ancient mythology with Auturistic seathetics and timeless human therms: I-ow, betrayal, power, and test hit is a story of availating in a world ruised by flusion, and a haunting meditation on lessow better but and loose, based on the "Memorises of the Stat", the subtriets autobiocompile by PCLA MISEG.

From a modest upbringing in Poland to the blinding lights of hollywood, POLA NEGETs journey in a descring odyssey brough the birth of modern celebra, Bursting onto the silent screws with an indicating mix of elegence, registery, and descripe the bearens one of ensural fart that understood safety. It has no safety with Charles Charles and Education and and the properties of the safety of t

But the story observed with the field- out of the silent ern. As Europe descended into the rightness of World Wer E. Pole Night is filed took an exequilated turn from mid-payed to date of a plast resistance. Living under the shiebdow of his descopation, the same that the services and exercises to be shield member and here than from Europe and pole in Assistance and the same that the same than the same of the same than th

PCLA NEGRI is a sweeping biographical drams about a woman who defined every expectation, it is a love story, a survival story, and a story of a pionser who rehased to be defined by scandal or tragedy. From champagne-hailed scinias to whitepered warnings in wartime corridors, her life were a performance that blarmed the lines between art and reality—always outded but her belief that be to we those cases nor crinicals were filled at al.



of others.

PCLA NEGOS – a magnetic, fleroely independent woman whose allure and ambition madwer a globel loon. A passionable lover, shream summans or and unapologistic direams the loss life at full intensity. Elements the glorn pur less a loyal heart and unahabble course, willing to risk everything for those she loves.



CAST

For PCLA NEGR, we draw on the distinctive digital characters first developed for our previous production. QUO WDDS Sach of these characters has its own established "stage" areas, personally, and trademarked Blemess, making them instartly recognisable to returning audiences awills offering from account one viewers.

This innovative approach allows us to re-cast our virtual actors across multiple productors — much like their real-world counterparts — creating continuity, reducing production costs, and championing sustainable firmnaling. Over time, them virtual performare buld their own careers and fan followings, atmengthening the GAMA Charac-

By reimagining their roles within PHARACH, we combine efficiency with creative reinvention, delivering a visually rich and namatively engaging experience without compromising outside or crisinals. MACLE CHAPLIN - a britlant, mercurial inhis whose comedic mastery masks a status, complex sook Whyt, charming, and predictable, he mests POLA NEGID as both or and inhindred spirit in the sportful. We flow him through wide reconstructions of the CIRCLIS and whereas the XEO Academy word commonly himself the XEO Academy word commonly himself himself and a strategy.



Anirban Maharajee as
CHARLIE CHAPLIN





PRODUCTION TIMELINE

Development (Currently Underway)

1. Fully develop Screenplay 2. Budget and Project Funding 3. Talent Commitments 4. Production Timeline



1. Set up production office and accounting 2 Storshoard 5. Team Contracts

4. Distributors Roadshow 6. Coproduction Partners' Agreements 7. Visual Setup





Production (43 weeks)

Building Characters,
 Props and Backgrounds
 Motion Capture
 Rigging, Animation
 A. Gamera Blocks, Lighting
 Music Scoring

Post - Production (5 weeks)

1. VFX

2. Final Cut editorial

3. Sound Design

4. Color Correction

5. Mix and Master Doby

6. Mesters for theater,

for position polesses

streaming, tv and other requirements

Marekting and Distribution

(Varies)

Schedule screenings for distributor in Los Angeles and New York (see Marketing and Release Strategies)



BUDGET PPELME LISD S BLIDGET GAMA INVESTM 190,000 Fully develop Screenplay Budget and Project Funding Production Timeline and Pipeline DOE - DOCK ICTION 170 000 Set up production office and accounting Distributors Roadshow 25 000 10 000 Coproduction Partners' Agreements Visual Setup Building Characters, grops and backgrounds 50 000 Motion Capture Camera Blocks 180 000 DIRECTOR 50 000 25 000 Sound design Colour correction Mix and Master Dolby Masters for theater, foreign release, streaming ty and other requirements MARKETING & DISTRIBUTION 400,000



EXECUTIVE SUMMARY

50/50 basis, with 50% being distributed to the investors on a pro-rate basis and the remaining 50% going to the production entity

film, that is produced in the United States and that qualifies under the original qualification standards of Section 197

100% HARD EQUITY

850,000) and olves the investor a TK profit share of the full gross return of the film. The additional 50 available shares in the film LLC are granted to the GAMA international animated films production HLS - the Executive Producer, who is delivering financing through its own means, so global film tokenization campaign www.tecnuspace/game

Assumption: \$5 million net nevenue, with an ROI waterful structure as follows:

- PbA Costs: \$ 900,000 Distribution Costs: \$12 million
- International Sales Fee: \$600,000 15 w QAM4
- Tokenization Lander: \$840,000 (12 APR% on original \$750,00) Equity/Direct investors: \$1.02 million (205 return)
 - LLC Profit Participation recoupment \$135 million (\$590,000 to the Investors and \$590,00 to GAMA.)

TARGET MARKETS

BOX OFFICE

Country COUNTRY PLATFORM

Streaming Forecasts offer anticipated household engagement metrics for specific content on streaming platforms, particularly during

the peak viewing period, typically the first or second month after relesse. It's important to clarify that these predictions do not equate to the number of views, instead, they estimate the number of subscriber accounts that are expected to interact with the content in a meaningful way, such as watching more than 20 minutes

165 6k 205 6k 1 3M

STREAMING FORECAST

In addition, we perform a Fair Value Calculation for the content across

\$5,90 1.5M 53.90 \$4.297

various platforms. Please note that our calculations are not grounded

in what platforms have historically paid for different types of content.

Instead, we forecast the total revenue of a platform in a specific country, then predict the proportional revenue that the content could cenerate, assuming half of the platform's revenue is distributed to content

owners based on their respective viewership shares.

CO-PRODUCTION OFFERINGS

Location of the main LLC Production Entity within your Film Studio
Location of the Motion Capture Studio
Schedule screenings for distributors in Los Angeles and New York

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WORK WITH US - EARN WITH US - STAY WITH US