

# VY - INC

presentation pitch

.....

Let  
your  
Virtual  
Life  
Begin



PLAY TEASER

**CONFIDENTIAL**

post COVID-31  
Feature Thriller

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# in a NUTSHELL

## LOGLINE:

2032. A young orphaned woman discovers the dark side of the VR industry in a dystopian world obsessed with a need for escapism.

- A feature THRILLER for the times, VY-INC is a dystopian fictional story.
- The intrigue revolves around an agency in the heart of Brussels and takes place 10 years from now, following another world pandemic.
- The situation has affected the lifestyle of many. People are looking for ways to escape their difficult daily lives.
- The VY-INC agency offers the struggling and frustrated, a personalized virtual trip where each client can experience being the person they've always dreamed to be and thus, escape their gloomy reality.
- In the vein of a Black Mirror movie, VY-INC explores how technology has been a savior for humanity, but also how the influence of too much technology on the cognitive and subconscious mind is not immune to dramatic fate.

# Short Synopsis

2032. Post COVID-31  
Brussels, Europe's capital.

Keeping a job has become an actual privilege.

RACHEL DE-JAEGER (28) was just hired at Virtually Yours Inc., a rising start-up Agency in the heart of Brussels:

Adapted to anyone's budget, it offers personalized virtual trips where one can believe that they are the person they've always dreamed to be and hence, escape an undesired reality. Rachel quickly connects with MATHIS DUBOIS (45) and JANE LAMBERT (40), both V.Y. veteran employees, merchants of dreams to those in need of escapism, through the company's privately owned algorithm.

It's all good, until one of Jane's clients, a nurse, commits suicide and puts VY's business model in jeopardy and in search for a new type of government subsidized clientele: the poor, the homeless and the huddled masses. MILA WOUTERS (30), a progressive social skills operator, heads the agency and wants to use VR as a form of therapy. Her ex-resident geek handyman is NICO MERTENS a troubled young man who's shady past catches up with him when Mila finally decides to fire him.

Rachel soon realises she lives in a world where grim economic reality, profit, the human psyche and digital fantasy merge – and she'll have to decide for herself, which is worse.

2029

2030

2031

2032



## In summary

### TIMELINE

Development and Financing: 3+4Q - 2024

Pre-Production: 2Q - 2025

Production: 3Q - 2025

Post-Production: 4Q - 2025

Release: 1Q - 2026

### WHERE WE'RE AT

Estimated production budget: 4.2M EUR

Financing prospects: 45% Belgium Tax Shelter + 20% LUX + 30% US | UK | CANADA equity

In place : 30% US backing

### LOOKING FOR

Co-producers / international sales agents / streaming platform agents (Netflix, Amazon, HBO Europe etc...)

### TARGET AUDIENCE

Millennials and beyond... (20 to 50 range)

Europe, North America...

Franchise potential.

Contact us : [info@clockwise1.com](mailto:info@clockwise1.com) -

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**Virtually Yours, iNC.**  
escape inside yourself

# S U M M A R Y

- VY - Virtually Yours
- VV- Virtuellement Vôtre
- VTUD - Virtueel Tot Uw dienst
- VT - Virtualmente Tuyo
- NS - Neredeyse Sevgiler

# iNC.

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# Synopsis - part 1

**Year:** 2032

**Setting:** Brussels, a city ravaged by economic crisis and growing social inequality.

**Protagonist:** **Rachel Dejaeger**, a hopeful 28-year-old Flemish woman, lands a job as an Immersion Analyst (A.I.) at VY, a company specializing in customized virtual reality experiences.

**Mentor:** Trained by **Mathis Dubois, 50**, she programs her clients' fantastical worlds using the agency's unique algorithm, fulfilling their wildest and most unspeakable desires.

**Ethical Dilemma:** Rachel shows remarkable compassion for **Abayomi Shogunle, 25**, a homeless Nigerian man who regularly accosts her on her way to work. From her very first mission, she faces the questionable desires of her client, **Stévenin Duroc, 45**, who wants to embody a virtual James Bond with three Bond girls.

**Incident:** The tragic suicide of a young woman linked to a VR session shakes the foundations of VY's reputation. **Jane Lambert, 40**, a veteran A.I. and the programmer of the unfortunate woman, finds herself at the heart of a police investigation into VY's safety.

# Synopsis - part 2

**Partnership and Expansion:** Kiran Prashant, 40, the CEO and inventor of the algorithm, forms a strategic alliance with Mila Wouters, 35, director of RLM (Real Life Management), a subsidized charity center for traumatized people. Mila directs her patients to VY's virtual therapies, thus increasing the company's revenue. She is assisted by Nico Mertens, 30, a cybersecurity expert and former RLM patient.

**Secondary Plot:** The beautiful Veerle Crain, 25, a survivor of domestic violence, tries VR therapy with disturbing but effective results. One night, a drunk Nico makes advances on her and is fired by Mila. Humiliated, he returns to his old life as a hacker.

**Conflict and Climax:** Out of pure malice, Nico hacks into RLM's systems and sells a VR session of Veerle's on the dark web, reviving her criminal past. Driven by greed, he then copies the VR sessions of other patients to maximize their commercial appeal. His revenge on Mila culminates when he swaps and modifies the algorithms of Veerle and Abayomi's VR trips, sending the latter into a homicidal hypnosis that endangers the lives of Rachel and Mathis.

**Resolution:** Rachel, Mathis, and Jane join forces to avert imminent disaster, saving Mila and Abayomi, preserving the integrity of the virtual travel agency, and their own sanity

- Against the backdrop of the rise of Artificial Intelligence (A.I.), I aim to delve into this exploration within the diverse and eclectic city of Brussels, a melting pot akin to a "mini" New York.
- One of my cherished series : the TWILIGHT ZONE, It made you think. Its successor : "BLACK MIRROR". Our film delves into the perilous passion of those who believe that solely relying on technology can effortlessly fulfill their dreams. The narrative follows three 'VY-iNC' employees who sell self-made "trips" to a diverse clientele seeking quick solutions for their desires or various forms of depression. By peeking into the fantasies of everyday individuals, the story prompts introspection on our own beliefs.
- In today's world, saturated with lies and hypocrisy, VY-INC offers its clients an escape, tailored to each individual. Its clientele is made of all kinds of nationalities, underscoring the kaleidoscope of humanity and their common basic needs.
- Tone: I aim to create a blend of awe-inspiring wonder and tense suspense. Delving into the characters' personal struggles as they grapple with the weight of their decisions.
- Visual Style: I embrace cutting-edge CGI and practical effects to bring the futuristic VR environments to life through the use of a virtual studio.
- The film aims to artistically illuminate the societal impact of the intricate intersections of technology, human desires and the consequences of seeking escape from a world increasingly dominated by alternate realities. The result often tragically leads some to kill and /or take their own lives.





**BUDGET**

# Estimated Budget

	DEPARTMENTS	TOTAL in EUROS
1	ARTISTIC RIGHTS	400'000
2	CREW + VFX	1'800'000
3	TALENT	900'000
4	TECHNICAL EQUIPMENT costumes - make up - sets - machinery - equipment rental - vehicle rentals	600'000
5	INSURANCE & ACT FEES FINANCIAL & COMMUNICATION	240'000
6	TRANSPORT - HOUSING PAYMENTS	260'000
7	<b>GRAND TOTAL</b>	<b>4'200'000</b>



# Risk Management

## Strategy

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TAX SHELTER - SUBSIDIES #1  
+ Territorial help from Luxembourg, Wallonie Brussels,  
Screen Flanders

50%

2.5%

30%

4.2M /€

MARKETABLE  
CAST  
Marketable Lead Cast with  
theatrical, TV and foreign distribution  
track record, partnership with Casting Director

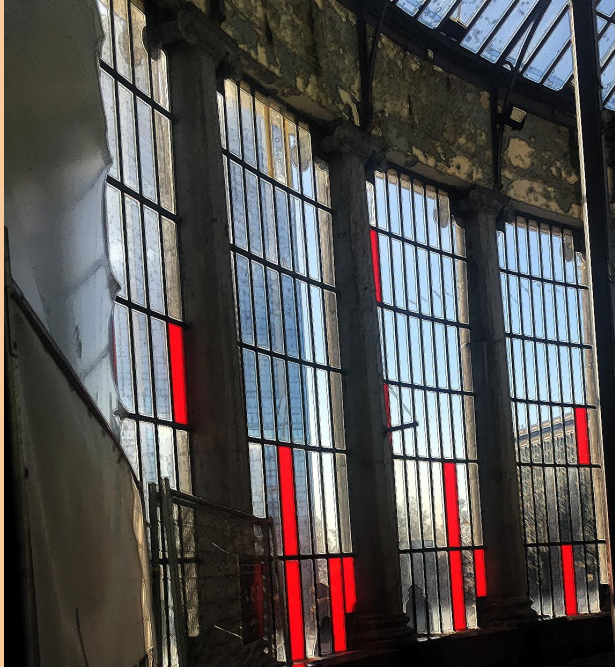
CO PRODUCERS  
US / CANADA / UK  
Experienced Producers with  
domestic & foreign distribution deals

EUROPEAN COUNTRY  
SUBSIDIES #2

15%

2.5%

PRODUCT  
PLACEMENT  
INTEGRATION  
to bring additional  
soft money funds to production  
VR Video Games brands



CONCEPT



## International Millennials and Beyond (ages 20 to 50)

- “Millennials” are not the only ones portrayed as egocentric “**selfie takers**”, geeky technocrats with **smartphones grafted** to their hands. And yet: this is a generation **plugged into a more connected world** than ever before in human history... a trait which is their blessing, and curse too. **The advent of VR and AI, immersing people in another reality** is essential and clumsy. Throughout history, inventors, from **Nicolas Tesla** (wireless energy transmissions) to Einstein (nuclear energy), who wanted to **keep technology useful and accessible** to all humankind, have been thwarted by **others who only sought to enrich themselves**. Just like VY-INC that could bring release and a form of therapy to many, instead **exploits the world of VR&AI**, not to better the knowledge in humans but rather, **for their personal profit only**. It’s not the technology. It’s the people.
- In today’s world, with YouTube and social media rivaling for audience attention, filmmaking is still playing catch-up with the “**technological leap**” of the smartphone and other mobile devices. There’s a brand new existing and expanding market for stories like VY-INC - a large and growing market audience that craves quality content.
- VY-INC - a feature film, **with huge potential to develop into a series**.
- **POTENTIAL PLATFORMS :**
  - NETFLIX
  - AMAZON
  - HULU
  - HBOMax
  - ROKU
  - MUBI
  - UNIQUE STORYLINE
  - ENGLISH (85%) - OTHER LANGUAGES (15%)
  - A UNIQUE MIX OF CULTURE - BRUSSELS IS EUROPE’S CAPITAL
  - CELEBRITIES CAN DO CAMEOS AS CLIENTS
  - FRANCHISE POTENTIAL
  - LOW BUDGET - POTENTIAL FOR HIGH RETURNS

# real-time 3D creation platform

## UNreal Engine + Meta Human

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VY-INC will be shot with a mix of real on set and **ACTION LIVE SHOOTING** for the scenes in VR inside a **virtual studio**. This will allow for total visual immersion and fantastic, action packed client trips. The software platform we plan to use:

### UNREAL ENGINE ([WEBSITE LINK](#))

is the world's most open and advanced **real-time** 3D creation platform for photoreal visuals and immersive experiences. [DEMO](#)

### META-HUMAN

#### HIGH-FIDELITY DIGITAL HUMANS IN MINUTES

Bringing compelling real-time digital humans to life is incredibly challenging and time-consuming. It can take months of research, costly scanning equipment, and an army of tech artists. What if we could make the process radically simpler, faster, and more scalable—without compromising on quality? We're excited to introduce MetaHuman Creator, a new tool that will empower anyone to create a bespoke photorealistic digital human, fully rigged and complete with hair and clothing, in a matter of minutes : [DEMO](#)

**UNREAL ENGINE is at the heart of the video games Millenials play every day.**



UNREAL  
ENGINE



A dimly lit meeting room with several people. A man in a light-colored blazer stands in the center, looking towards the camera. To his left, a woman with blonde hair sits at a table. In the foreground, the back of a person's head and shoulders is visible. To the right, a woman with glasses and a blonde ponytail looks towards the center. The overall atmosphere is serious and professional.

**WHO'S BEHIND VY**

**DAN THORENS**

--- **Driven** --- an international filmmaker passionate about stories and people that spark change. From the horrors of organ trafficking to the possibilities of VR travel, he explores how technology shapes our identities.

*"We're all meaning-makers on this grand stage of life"*

His films aim to reflect that.

--- **Storyteller** --- A self-taught screenwriter, producer initially from a professional actor background, he set up shop in Brussels, where he champions international co-productions.

By leveraging a mix of equity and subsidies, these collaborations push creative boundaries.

*"Find your tribe and sky's the limit."*

--- **Cultural Diversity** --- With a rich slate of seven multi-cultural feature film scripts, each tackling a unique theme, he's currently securing financing for one in Brussels through a combination of European subsidies and US investment. His narratives weave a captivating balance of real-life inspiration and straight up entertainment.

Fluent in French to add a certain 'je ne sais quoi' to his directing abilities or as he likes to say : *"when I need to curse without offending anyone on set "*

VY-INC is his latest collaboration and tackles the dangerous reliance on A.I. with a "Black Mirror" tone.



**IMDb**

(REEL)



**IMDb**

## J.E. CLARKE

NYC based, she is best known for her intelligent premises and quirky, organic characters.

A screenwriting veteran, J.E. currently has four features optioned and in the casting/development phase:

- Entanglement – optioned by Director David Manocchio – talents such as Luc Besson’s Marc Duret (La Femme Nikita) and Errol Trotman Harewood (of the Emmy Award Winning Deutschland 83) attached.
- Stream - optioned by *Purrryburry Pictures*, with John Noble of *Fringe* and *Lord of the Rings* attached to lead.
- Containment – optioned by *Prime Star Pictures*, Director Mike Elliott (*The Devil’s Rejects*) attached.
- Evergreen – optioned by Adam Zuehlke (*Zenoscope Productions*)

Both versatile and prolific, J.E. is regularly honored by PAGE International - and specializes in SF, Horror, Thrillers and more!

janetgoodman@yahoo.com

# VY-iNC's DREAM TEAM

(in the making)

# TBD

On the Tech side

**WORLD OF VY**

The Agency



[www.vyinc.site](http://www.vyinc.site)

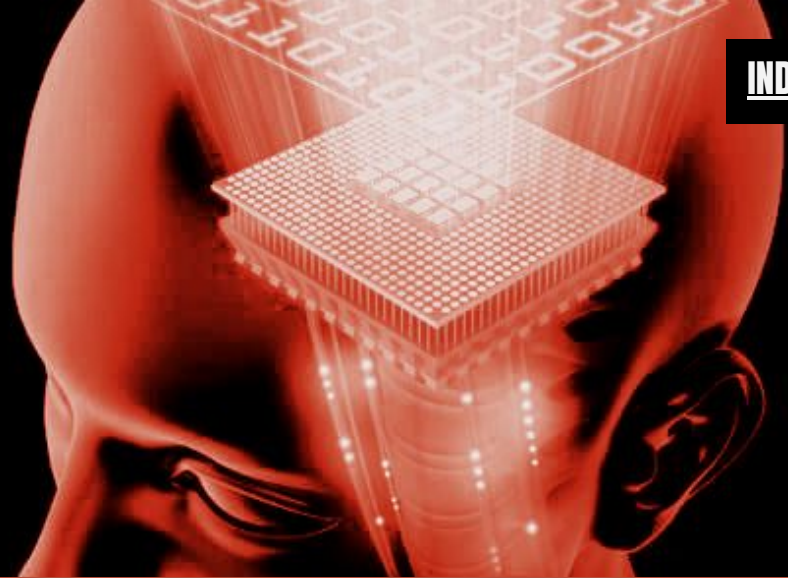


# Rules @ VY-iNC

## Dear Employees:

1. You were chosen because you are grounded in reality.
2. You were trained to sell people their dream.
3. Under no circumstances is a VY staff member allowed to undergo a virtual trip.
4. Relationships with customers are prohibited.
5. Trips are limited to 18 minutes with no exception.
6. ASIMOV - 3 rules - Robotic Cybernetic ([LINK](#))

# THE iMMERSION ROOM



- **A VR Customized Algorithm - the day dream making machine**

# THE BRUSSELS TIMES :

Covid 31 - abandoned streets - vandalism?



# VY-INC merch

Gel / T-shirts / Masks

# 100%

Germ Proof Fabric

# 99.5%

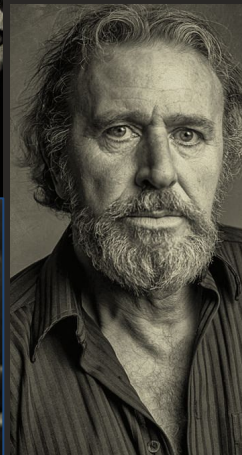
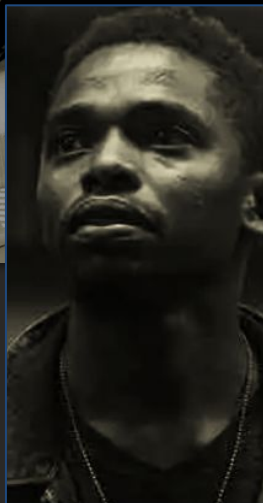
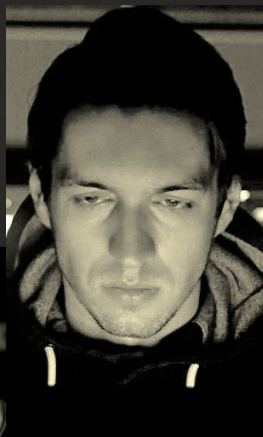
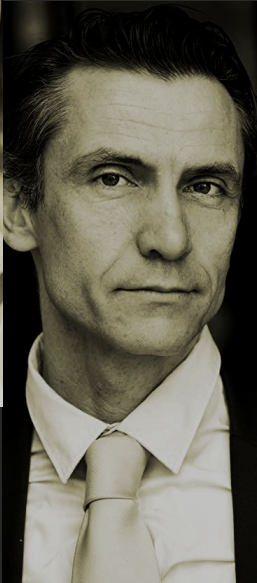
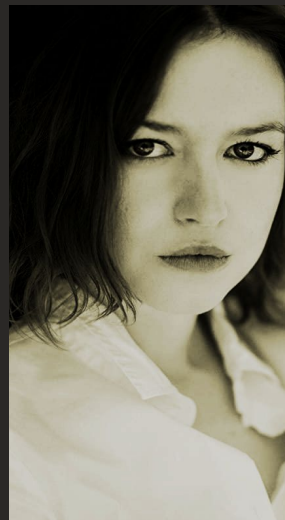
Covid-31 Proof







MAIN CHARACTERS

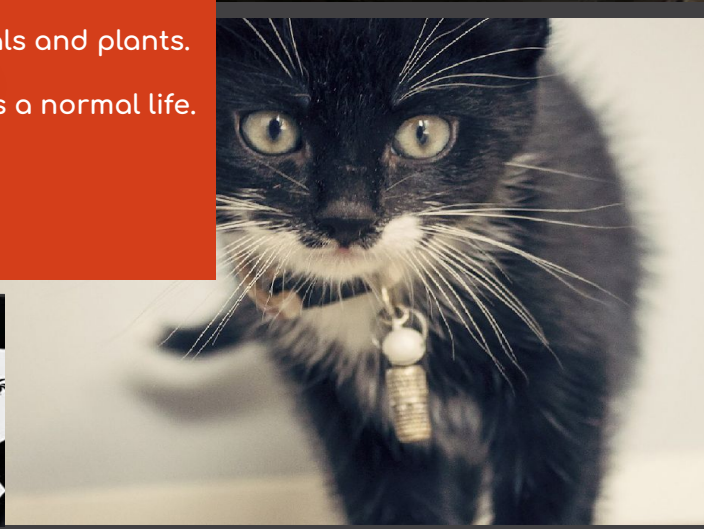
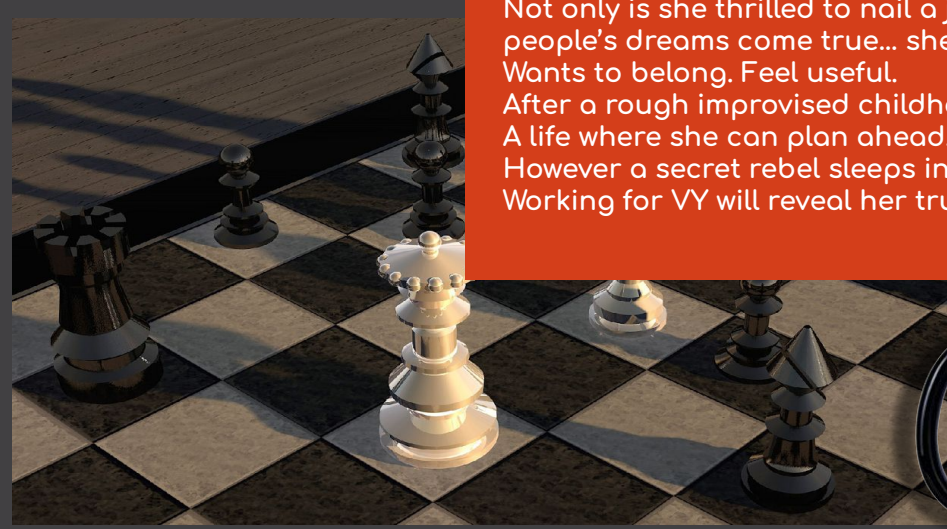
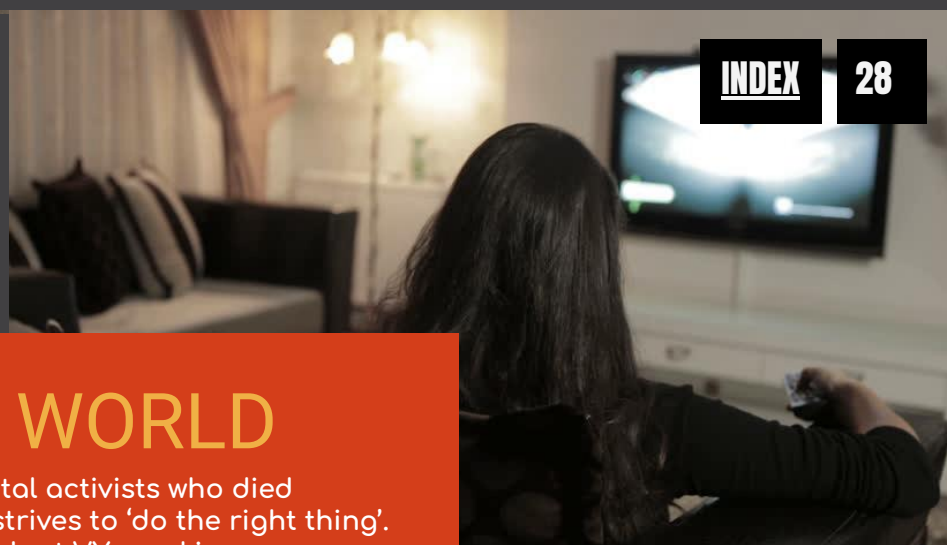


CHARACTERS

## RACHEL'S WORLD

The only child of two environmental activists who died from COVID-19, Rachel Dejaeger strives to 'do the right thing'. Not only is she thrilled to nail a job at VY - making people's dreams come true... she's a lover of animals and plants. Wants to belong. Feel useful. After a rough improvised childhood, she just wants a normal life. A life where she can plan ahead. However a secret rebel sleeps inside. Working for VY will reveal her true nature.

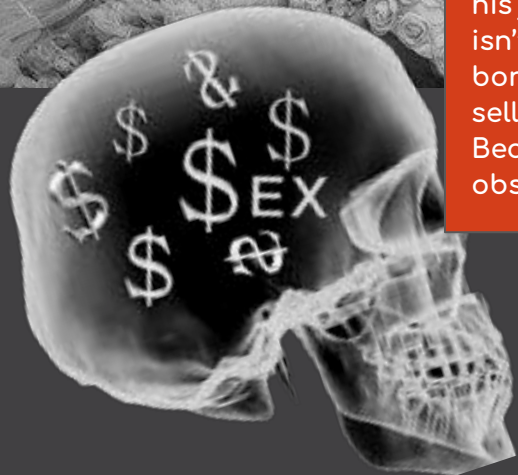
WE NEED  
ACTION  
NOT HOPE





## MATHIS' world

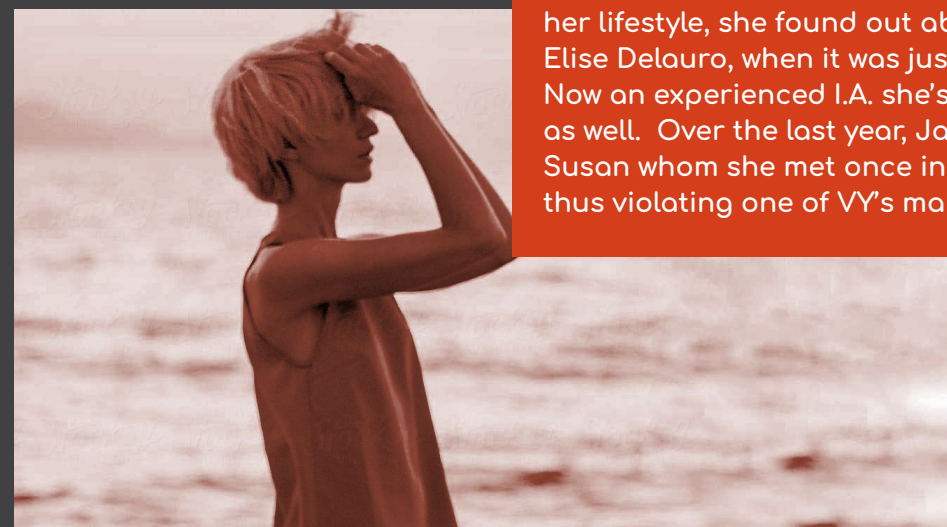
An OCD hypochondriac since 2020, where he lost his job as an insurance broker, for him, work at VY isn't about people. Instead, it's about getting bonuses, it's a source to be milked, for as much up selling and commission fees as humanly possible. Because Mathis Dubois has a high maintenance, obsessed sexter wife, and a lovely little 5 year old.




## JANE's world

An ex luxury travel agent, Jane Lambert came working early for VY. When her husband died of COVID-31, to keep up with her lifestyle, she found out about VY through her old friend Elise Delauro, when it was just a start-up.

Now an experienced I.A. she's on the verge of burning out as well. Over the last year, Jane's grown close to client Susan whom she met once in secret, thus violating one of VY's main rules.





My technology saved your life ... It can save many more...



## KIRAN's world

Kiran Prashant's 10% Aspergers, and 100% genius. He pioneered the algorithm which fuels the dreams VY sells. Obsessively competitive, Kiran fell into the hard science of programming as a form of passive rebellion against his father's spiritual teachings.

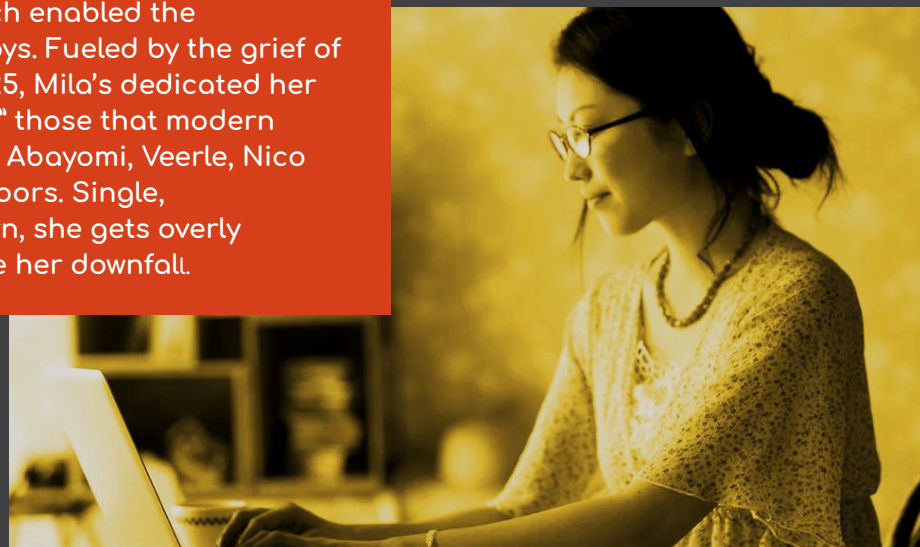


VR  
WHAT  
HAPPENS  
IN VR  
STAYS  
IN VR



## MILA's world

The mind and matriarch behind RLM. Starting originally with a small street mission, Mila Wouters founded Real Life Management and through strength of personality and passion forged all the contacts which enabled the government subsidies RLM now enjoys. Fueled by the grief of her only child dying during COVID-25, Mila's dedicated her life to "reclaiming" and "repurposing" those that modern society has forgotten. That includes Abayomi, Veerle, Nico and whoever steps through RLM's doors. Single, Independent, idealistic and stubborn, she gets overly confident which will ultimately cause her downfall.



A collage of four images. Top left: A man with headphones and glasses is seen in profile, working at a computer with code on the screen. Top right: A hooded figure is shown from behind, standing in a digital space filled with binary code. Bottom left: Two hands are pressed against a white surface, creating dark smudges. Bottom right: A person is walking away in a brightly lit, reflective hallway.

## NICO's world

A 20 something hacker with the cynicism of a 50 year old's life of pain. Downsized from a privileged IT position at a mega-corporation last year, Nico Mertens' life was on a downward spiral of homelessness and addiction – until Mila found him in a squatters' hovel, and recruited him for RLM. But Nico still dreams of scoring enough cash – by any means necessary – to get back on his feet... and away from Brussels, once and for all.





## ABAYOMI'S WORLD

Abayomi Shogunle fled Nigeria in 2020, after the latest wave of COVID (and vaccine shortages due to European sanctions on patents) hit hard.

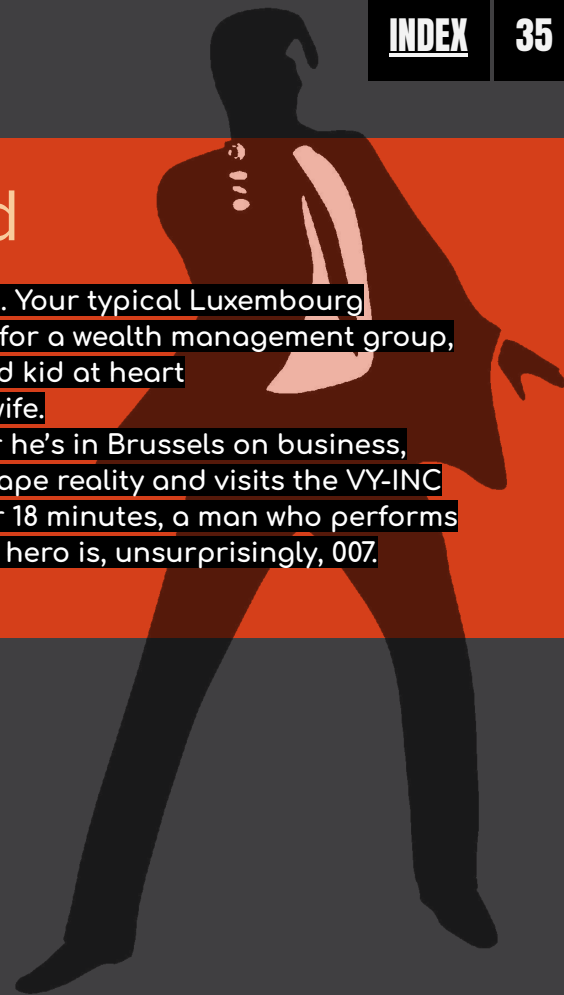
An artist on the autism spectrum who paints whimsical street drawings and murals, Abayomi initially scraped by as an UBER driver. But automated cars destroyed that possibility, leaving Abayomi on the streets, with nothing to keep him going except begging... and his wild daydreams.



## LIAM'S World

VY's latest client. Rachel's first. Your typical Luxembourg financial accountant working for a wealth management group, Liam Duroc is still an obsessed kid at heart who married a domineering wife.

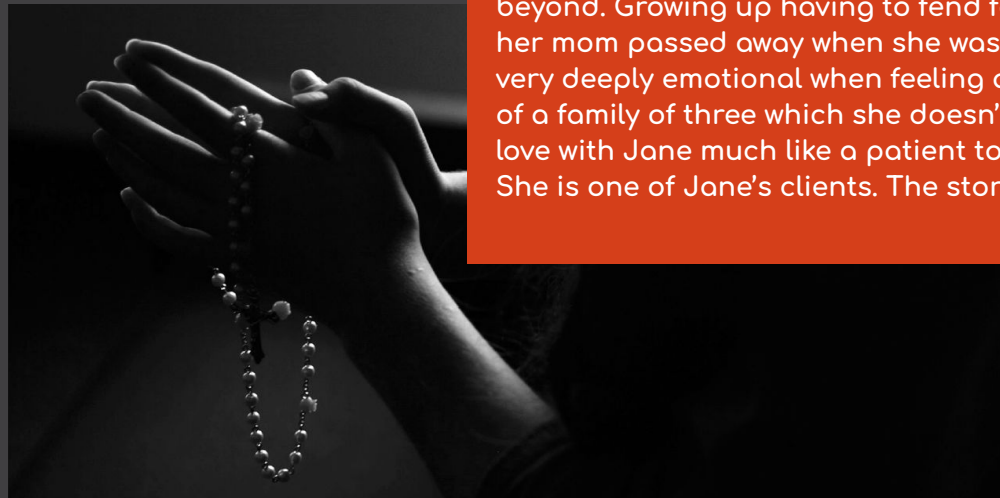
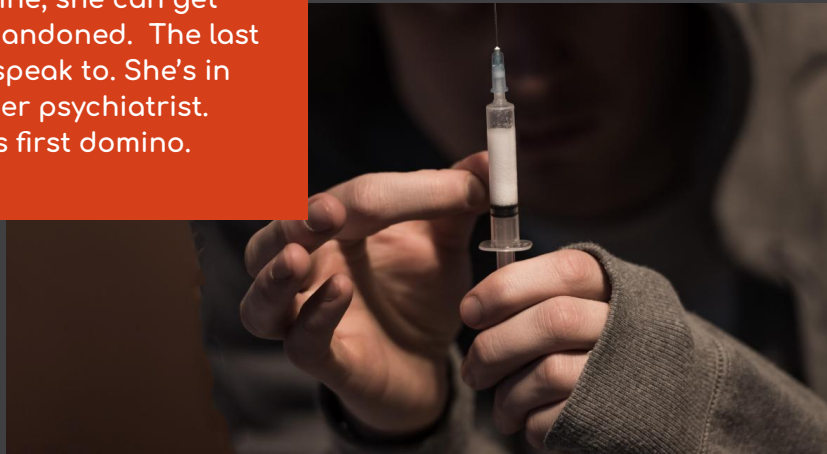

Every now and then, whenever he's in Brussels on business, he indulges in his need to escape reality and visits the VY-INC Agency where he becomes, for 18 minutes, a man who performs dangerous missions. His alter hero is, unsurprisingly, 007.





## SUSAN's World

A female nurse in intensive care in Brussels hospital, Susan Munezero sees a lot of people die every day from covid-19. She became numb to it and is intrigued by near death experiences. There must be something better beyond. Growing up having to fend for herself early on as her mom passed away when she was nine, she can get very deeply emotional when feeling abandoned. The last of a family of three which she doesn't speak to. She's in love with Jane much like a patient to her psychiatrist. She is one of Jane's clients. The story's first domino.



# the FOUNDERS



## ELISE DELAURO

Belgian born from old world money, Elise is the epitome of dilettante. Having grown weary of the “material things” she’s always enjoyed and taken for granted, Elise felt she had truly found “life’s meaning” when she met Vikram Prashant, a spiritual shaman, and attended his temple.



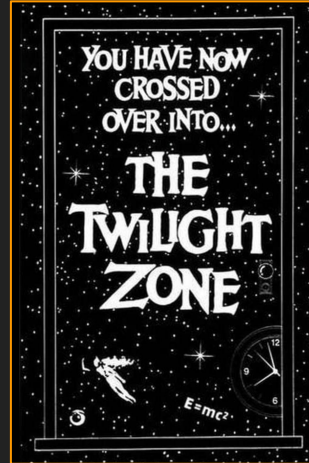
## VIKRAM PRASHANT

A self-styled guru and founder of his own temple, Vikram loathes to be tied to commitments. By no means a sinister cult leader, Vikram is “dangerously fickle” with the ladies.

# COMPARABLES

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- BLACK MIRROR by Charlie Brooker
- TWILIGHT ZONE by Rod Serling
- STRANGE DAYS by Kathryn Bigelow

Right click >>

**IMDb**

Right click >>

**IMDb**

Right click >>

**IMDb**

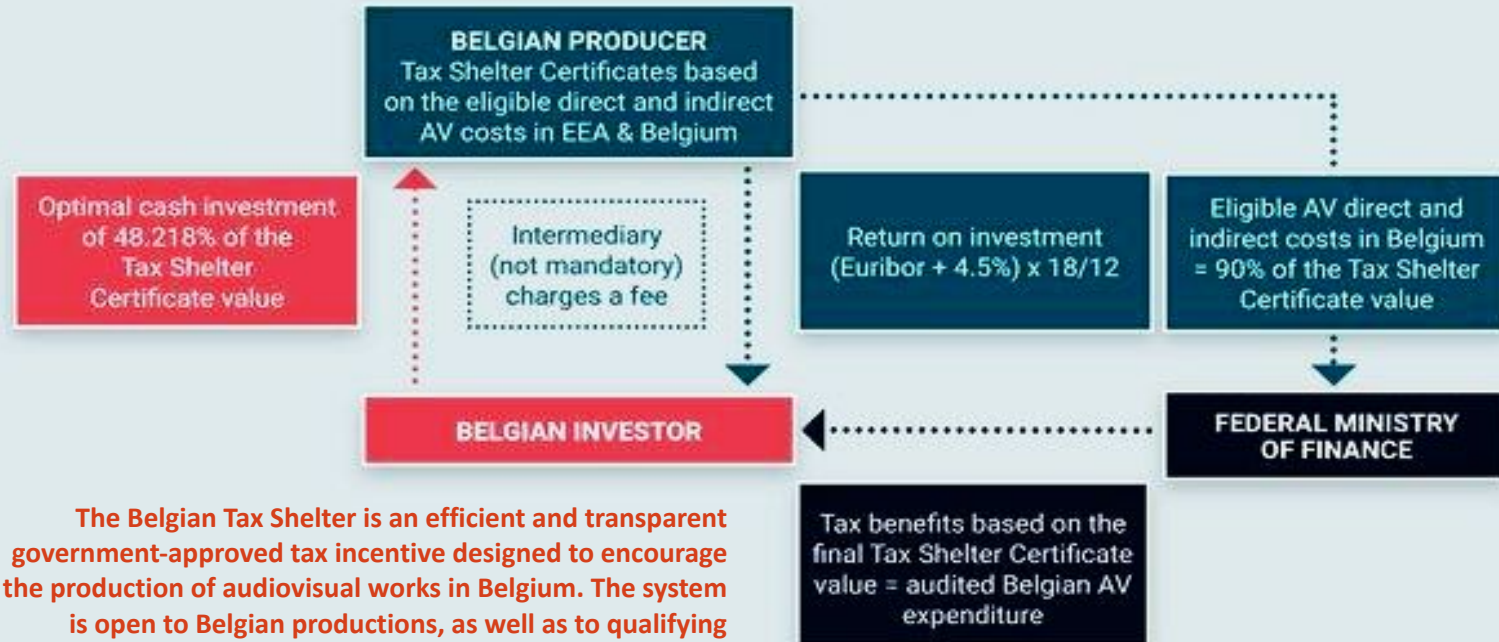
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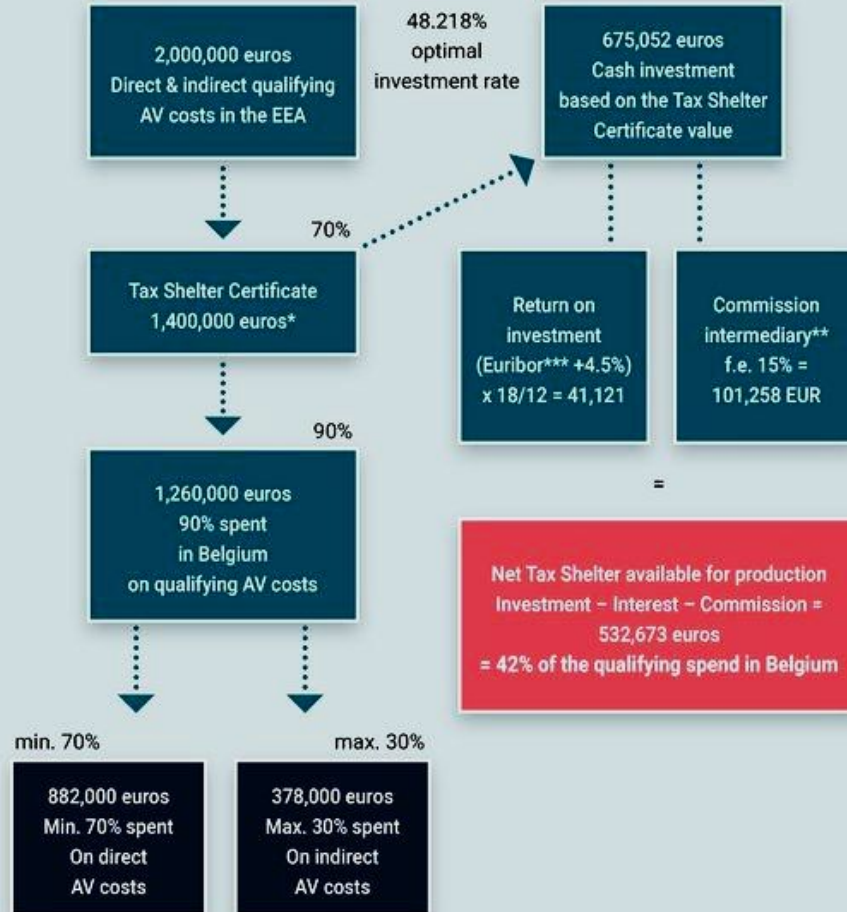
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## BELGIAN TAX SHELTER in a NUTSHELL - PART 1



The Belgian Tax Shelter is an efficient and transparent government-approved tax incentive designed to encourage the production of audiovisual works in Belgium. The system is open to Belgian productions, as well as to qualifying European and international co-productions with Belgium



## BELGIAN TAX SHELTER in a NUTSHELL - PART 2

\* The value of the tax shelter certificate may amount to a maximum of 10/9 of the qualifying spend in Belgium, in this case €1,400,000.

\*\* Using an intermediary is not mandatory in the schedule, an indicative percentage of 15% was used to calculate the intermediary' fee

\*\*\* In this example -0.439% for investments made between 01.01.2021 and 30.06.2021

The value of all the tax shelter certificates issued for any audiovisual work may not exceed €15 million (= 7.258,050€ of investments)

[LINK TO OFFICIAL TAX SHELTER WEBSITE](#)



- **BECOME A PRODUCER**
- **BUDGET TOP SHEET / FULL** : available upon request
- **FULL TREATMENT** - available upon request
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