

NIGHT HOME (working title) Exhausted from a night of revelry, our two main characters want to go home but somehow manage to continually steer each other off track. In a Kafka-like way, they never do make it home, the city itself swallowing them in its labyrinthian tentacles. A buddy comedy brushed with surrealism, the film is set in the very latest hours of Halloween night. Our stragglers gradually shed the tattered remains of their costumes, mirroring their personal metamorphosis, just as the city itself reorients and redefines itself before the light of day arrives to illuminate the changes. The limbo created between day and night, both physically and, for our characters, emotionally, will be the playground for this short film. The uniquely stylized visual world will contrast with the natural performances of the characters, creating a subtle balancing act between the real and the surreal, the sublime and the ridiculous, delivered with a funny, dry, touch.



Characters

James is a conflicted guy who's wound a little too tight. He wants to act responsibly but is increasingly challenged to figure out what that means. While attempting to leave the party at the opening of the film, he must choose between his angry girlfriend and his needy best friend. He's forced to drift with the tides and see where the night brings him despite the fact that he's tired and just wants to go home.

James is increasingly manipulated and frustrated by Adam, who tells him he needs to loosen up and is upset that they've drifted apart. At the climax they get in a knock-down under-panted fight and James begins to realize that although he's loving the chance to beat the crap out of Adam, he also feels Adam's right. In the bathroom of the after hours bar he finally flips out, letting his inner tension go, tipped over the edge while looking at a sign that's both absurd and sensible. He emerges a changed man.

James will be played by Thomas Middleditch

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Characters

Adam is a reckless, fun loving guy who is good at getting what he wants. Or so it seems.

The film begins with him promptly ending a Halloween party by setting off a tear gas bomb. It's almost daybreak, but he's determined to not let the night end. Not wanting to be left alone, he manipulates James into barreling along with him in search of more distraction and fun.

He always appears unpredictable and able to embrace any madness he encounters, but there's a growing sense that he's not as carefree as he seems. His behavior becomes more manic and reckless, culminating with him refusing to pry his face from a stripper's ass and getting kicked out of an after hours bar. Just as the pressure of the night is bringing James to a breaking point, it does for Adam too. After they fight outside of the bar and strip themselves of their costumes, Adam expresses himself with a near naked dance in the park and passes out. When day finally breaks, he awakens a more sober and vulnerable person, and we see the tenderness of his true character.

Adam will be played by T.J. Miller

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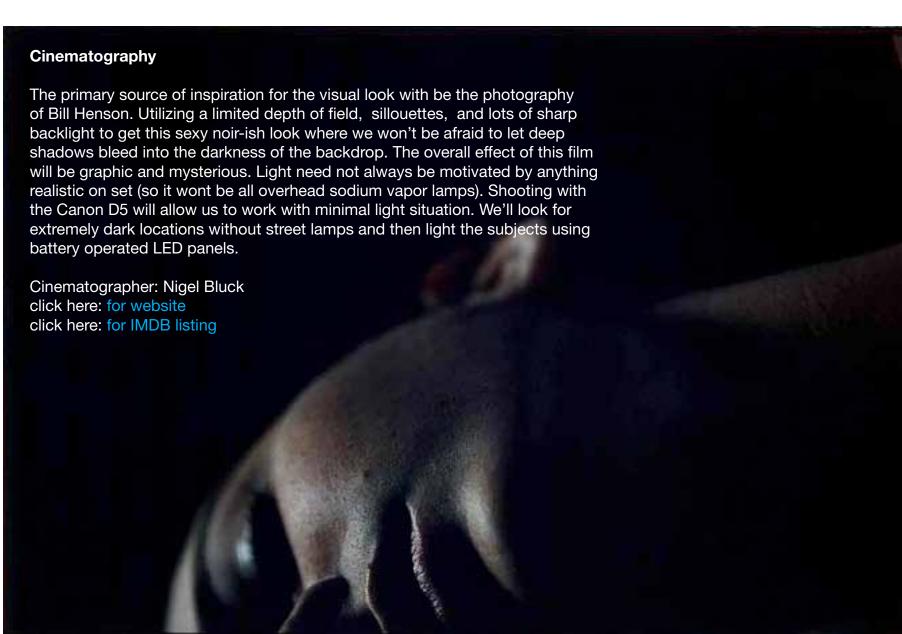


















Cinematography contn'd















Locations

Although it will never be stated, this film will ostensibly be set in the fall of 2002 in downtown NYC (hence the Ave of People with Aids), as the night life had just begun to recover from post 9/11 trauma. All will be real locations shot, primarily exteriors shot at night. The one interior being the small strip club/ bar modeled after The Pussycat Lounge.



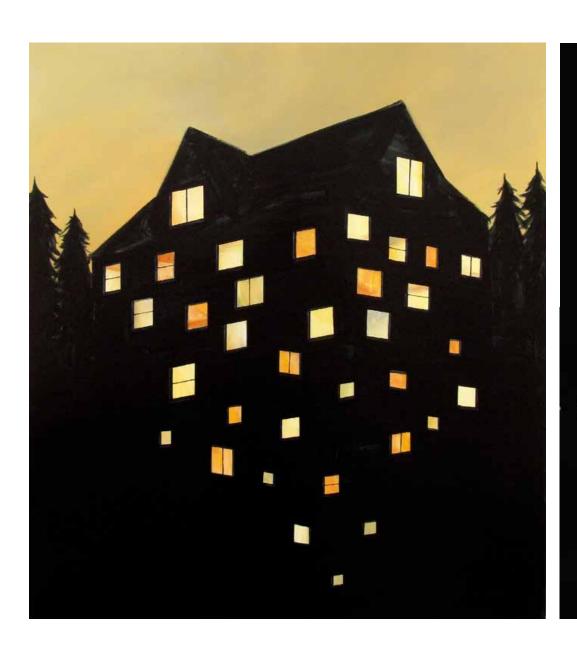












CGI

Certain scene will involve post effects that will blend in seamlessly to this surreal journey. In the beginning the lights in building turn off as sky brightens, this will be accomplished in post. The primary scene involving intense post effects is the dance scene with Adam. We'll shoot him in an open park and track in columns of photo-real 3d lights that react to his motions turning on and off. Rotoscoping him will allow for the CG lighting to interact with him in the final composite.

Editing/ Rhythm

We'll employ a somewhat experimental structure to editing and shooting. The first act will be all close up shots and editing will be quite fast paced. The 2nd act will be primarily medium shots and editing pace will slow down a bit to a more normal feel. The 3rd act will be composed of long takes and will have minimal editing.



Gary Breslin

Gary Breslin, director and visual artist working in both the commercial and art fields, founded panOptic in 1997 and has directed the company's projects since. Gary's work ranges from high-profile television commercials to music videos to internationally acclaimed short films and video art, several of which have won prestigious awards. Some commercial clients include: Coca Cola, Motorola, Sprite, ESPN, Pepsi, Reebok, Nike, Ikea, MTV, Ford, Xbox, and Ford. His film and commercial projects have taken him around the world, directing works in such diverse places as Moscow, Tokyo, Sao Paulo, and Beirut. In addition to his commercial work, Gary is currently in development with several feature film projects based on original screenplays. He has also been teaching film and animation at The New School & SVA in NYC since 2005.

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