

WRITTEN AND DIRECTED BY  
JAMES THOMPSON

THERE WILL BE ONLY ONE...

# SURVIVOR



*Ezeas Pi Productions Ltd*

BRITISH SENSIBILITIES. AMERICAN STYLE.

[WWW.EZEASPI.COM](http://WWW.EZEASPI.COM)

# SURVIVOR

Thriller/Action - Running time: 11:02 minutes. 2013.

Written and Directed by James Thompson.

## SYNOPSIS:

Gabriel Black is a professional. A mercenary... A survivor.

When he is hired by a shady group looking to have an uninvited guest removed, the only question is how much. But this is no ordinary man they want gone. Before he knows it, Gabe is thrust into a deadly game of cat and mouse where only one man - or beast - can survive.

## PRODUCTION

Budget: 120 GBP, Filmed over three days

### ORIGINS

Eze as Pi Productions Ltd had not produced a film for over a year and the creative team decided to enter a 48 hour film competition to keep them fresh. James, Henry and Wayne all decided to write one story each and shoot which one they felt most comfortable with. They quickly wrote three scripts; The playground, Relative theories and Survivor. As Writer/Director James Thompson explains: *"I had created the concept for a 48 hour film competition in which you had to follow certain criteria, like including a spider, a sword, etc. But as the project went on it just evolved into something entirely different. Something we were all much more excited about."*

The team decided to film this as an official project, dedicating more time to the project meant they were able to make a better movie. The original script called for the experiment to be in a cave, but Wayne Thompson found an extended drainage tunnel not far from his home and this was chosen as the location for the fight. While only around 40 feet long, making the tunnel look longer was quite a challenge.

When it came to casting the movie, nearly the entire cast had some prior theatre experience, except the lead Gabriel Brenner.

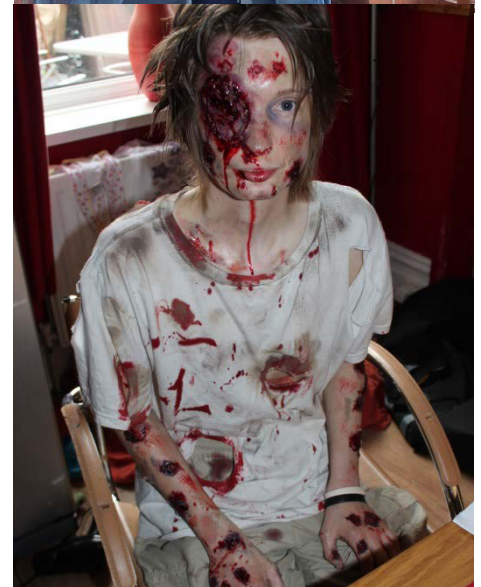
James Thompson originally cast himself in the role; *"I was going to be the guy, because I knew what I wanted and being this was my first time directing I didn't know if I could get someone to do what I needed. When I met Gabe, I instantly knew he could carry the role, despite having never acted before. He just had the look, the personality."*

Casting Gabe also meant a change to the script. The intro portion explains a lot of the plot. Giving descriptions of the mission and target in detail. Gabe is a translator and speaks several languages, so the intro was changed from English to German. Both to shroud the plot in mystery (unless you speak German) and to make the audience second guess what kind of movie they are about to see.

The only real cost to the production was fuel, food, make up supplies and a gas generator to provide lights inside the tunnel, which was more than a mile from any electric outlets.

### FILMING

Three days of shooting, with one long makeup session to start things off. Because everyone was working during the production, the three days were spread out



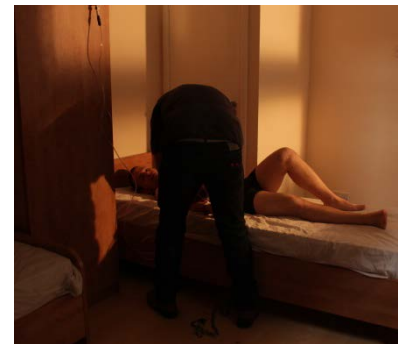
on weekends over three weeks. The actor playing the experiment couldn't come back after the first day so all of his scenes were filmed first and during the next two days any additional coverage needed was filmed with James Thompson as a stand-in. Being the fight scene itself was not fully blocked or choreographed until the second day, this including being stabbed repeatedly; *"Yeah, I kind of unintentionally provided my own stunts, even though I wasn't technically acting in the movie!"*

Originally, all lighting was going to be done with industrial flashlights and several were purchased. But during the first days shooting these died within forty minutes. Needing to keep shooting, the team filmed a few scenes near the entrance to the tunnel at dusk to catch the last elements of light. Afterward, they rushed out, got a refund on the flashlights and bought a generator and were back at it that night.

Filming in the tunnel was mostly done at night, to hide the entrances being so close, but a few shots filmed during the day had to have the entrances painted out digitally. Being filmed around October, it got so cold; the crew kept a fire pit near the entrance at all times to keep everyone warm. This added to the Smokey atmosphere in the tunnel.

A running theme for Eze as Pi Productions is police interference. And this shoot was no exception. Henry Thompson: *"It's two am and I'm filming Gabe for close ups, the generator is running and the motor is pretty loud and I hear Wayne say 'Oh sh\*t! hello!' and I turn around and kill the camera. Two cops are standing by the entrance to the tunnel sweating buckets, and its freezing out, and we ask if they are alright and apparently as they'd been coming down the hill toward the tunnel, they heard the motor running and could see an outline of light but not much else and they said their minds were racing, Satanists or anything could be down here! When they found out we were filming a movie they were very excited and relieved!"*

Once the tunnel sequences were filmed, and the driving scenes were filmed (With Gabe in the backseat as he didn't have a license, and Henry on the hood of the car to get shots), the rest of the movie was shot at James' flat. His roommate was out of town so they filmed in his room, applying liberal amounts of blood to his sheets for one scene. *"I guess it was 'cheeky', But the strange thing is, he never said anything about it to me."* James says.



## POST PRODUCTION

Aside from painting out the entrance of the tunnel on several shots and doing green screen compositing, the movie had to be color graded to match scenes. Each scene had to be lit individually because every shot is the same fifteen to twenty feet of tunnel, many ways were tried to hide that it's that small, so in post-production it all had to be color matched and the brightness tweaked. Additionally, several shots were inserted backwards; the fight was lengthened and restaged in the editing process.

Because nearly every scene had a generator running while filming, James and Henry took a tablet and a microphone into their backstreets and recorded almost every sound effect, punch, kick, slam, stab, everything needed outside in front of various onlookers. A few new scenes were shot here as well, all inserts, weeks later and in a different part of the country.



Due to distance, Roland Macintosh, the composer, had to take temp music and compose his own to a rough cut and sent back music via email. Back and forth until perfected, without any face to face meetings.

*"I had been unsure about directing, and the guys convinced me I could do it and I did it. Editing, I hated at first, but after working with Henry, I found it was still just directing and I could redirect parts of the movie. Everything can have a different feeling in one cut. It's quite magical. Movie making. Before Survivor I was primarily in front of the camera as an actor. But after making this movie, I can't wait to get back behind the camera and make another one. Making this film was one of the hardest times of my life. Also one of the best."*

- James Thompson

## 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, 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 factors delayed the post production for Walk Away and the team languished, getting on with their personal lives. In 2012, the team decided it was time to revive their chosen profession and reformed the company, with a new focus on finding investment to finish the post production of Walk Away (which is fully 'in the can') and start new ventures.

The first of these ventures is three new scripts they've produced and their newest short films, Why and Survivor. The team keeps pushing and aim to get more work shown in 2014 and beyond.

For more up to date information on the company, please visit [www.ezeaspi.com](http://www.ezeaspi.com).

Or Follow us on Twitter: @EzeasPi\_Ltd and Like us on Facebook: [www.facebook.com/Ezeaspi productions](http://www.facebook.com/Ezeaspi productions) also find us on LinkedIn.

## CREW The team behind Survivor

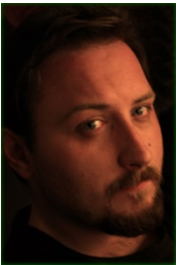
### JAMES THOMPSON – Writer/Director/Producer/Stunts/Additional instruments



(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](mailto:JamesThompson@ezeaspi.com), @MrJimmyThompson, and find him on Facebook and LinkedIn.

### HENRY THOMPSON – Director of Photography/Executive Producer/Camera/Editor



(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](mailto:Director@ezeaspi.com), @EzeasPi, and find him on Facebook and LinkedIn.

### WAYNE THOMPSON – Producer/Special Makeup effects/Prop Master/Fight Choreographer



(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, he 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](mailto:WayneThompson@ezeaspi.com), @MrWayneThompson, and find him on Facebook and LinkedIn.

## **ROLAND MACINTOSH – Composer**

(IMDB: nm6067771) Roland is a big fan of classic synthesizer based composers like Vangelis and aims to provide that same grandeur to his work, as well as an offbeat sensibility. Discordant and vibrant at times, his music is always a labor of passion for both audio and film. A new addition to the team, Roland has scored two Eze projects so far, and has gotten nothing but praise.

[RolandMacintosh@ezeaspi.com](mailto:RolandMacintosh@ezeaspi.com), and find him on Facebook and LinkedIn.

**MAX BLACK – Sound mix** (IMDB: nm3323465) [Info@maxblack.eu](mailto:Info@maxblack.eu)

**WALTON VENDRELL – Visual Effects** (IMDB: nm3325210) [WaltonVendrell@ezeaspi.com](mailto:WaltonVendrell@ezeaspi.com)

**DANIELLE ELAINE MILLICAN – GRIP** (IMDB: nm6067769) [DanielleMillican@ezeaspi.com](mailto:DanielleMillican@ezeaspi.com)

## **CAST** The talent

(IMDB: nm6067770) **GABRIEL BRENNER** as **Gabriel Black**

(IMDB: nm6067768) **RICHY LENNOX-PETRE** as **The Experiment**

(IMDB: nm3146549) **WAYNE THOMPSON** as **Mr. Williams**

(IMDB: nm6067769) **DANIELLE ELAINE MILLICAN** as **Doctor**

(IMDB: nm6067772) **SHELDON HAYWARD** as **The Experiment's voice**

If you would like to contact any of these actors please send an email to [info@ezeaspi.com](mailto:info@ezeaspi.com)



## **TECHNICAL SPECIFICATIONS** Production facts

Digitally recorded with two Canon Rebel Ti 2s. (600Ds) in 1080p at 25 FPS.

Final Footage cropped to 2:35.1 widescreen standard. Displayed in 24 FPS (NTSC) and 25 FPS (PAL) using drop frame.

Color. Stereo sound mix.

## **LEGACY** The future

The film has been submitted to several film festivals, internationally, and will be shown in 2014. Beyond this, it will be included in future Eze as Pi Production Features as a supplemental feature, as well as featured online and in compilation collections.

For more information please contact [Director@ezeaspi.com](mailto:Director@ezeaspi.com)