



GET READY TO SURVIVE

LEFT 4 DEAD THE MOVIE

LEFT 4 DEAD - THE MOVIE PRODUCED BY MEXICAN STANDOFF STUDIO DIRECTED BY DANIELE BELLUCCI
SAMUEL UMAI SILVIA QUONDAM MARCO REA ROBERTO VERROCCHI PHILIPPE GUASTELLA

DIRECTOR OF PHOTOGRAPHY LUCA DESIDERATO EDITED BY DANIELE BELLUCCI

VISUAL EFFECTS BY DANIELE STARNONI MAURA MANFREDI ARMANDO BRECCAROLI 3D VISUAL EFFECTS BY CRISTIANO ZELLI EDUARDO LUIZ CONTER ARTHUR LAMBERT

KAMILA BIANCHI GUSTAVO BERTOZZI

LINE PRODUCER EMANUELA NOVELLI ASSISTANT DIRECTOR DANIELE STARNONI





**MEXICAN
STANDOFF
STUDIO**

presents

LEFT 4 DEAD THE MOVIE

by

DANIELE BELLUCCI

with

ROBERTO VERROCCHI as BILL

SAMUEL UMAI as LOUIS

SILVIA QUONDAM as ZOEY

MARCO REA as FRANCIS



The film will be presented at Fan Film Awards 2017 (Los Angeles)
on Tuesday, 7th February 2017

"Left 4 Dead - The movie" is a non-profit fan movie
based on the hit videogame by Valve.
It has been realized with the support of fans from all over the world.

TRAILER LINK

<https://www.youtube.com/watch?v=R1msxVU6ww4>

MEXICAN STANDOFF STUDIO

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Fb: <https://www.facebook.com/Left4DeadMovie>

LEFT 4 DEAD THE MOVIE

(Italy 2016, Color, HD, 50')

CREDITS

Director: DANIELE BELLUCCI

Production: MEXICAN STANDOFF STUDIO

Production Manager: EMANUELA NOVELLI

With: ROBERTO VERROCCHI, SAMUEL UMAI, SILVIA QUONDAM, MARCO REA,
PHILIPPE GUASTELLA

Director of Photography: LUCA DESIDERATO

Camera Operator: MARCO CORADIN

Editor: DANIELE BELLUCCI

Music By: ANDREA BELLUCCI

Sound Editing and Mixing: ALFONSO CORACE

Set Designers: OLIMPIA DE ANGELIS, DAVIDE NATALETTI

Special Make Up Effects: GIORGIA CAMPOGIANI, EDVIGE MARIA DORI, VERONICA
FIORETTI, VALENTINA PARRINO, LAURA SERRATORE

VFX Lead Composer: DANIELE STARNONI

Lead CG Artist: CRISTIANO ZELLI

CG Animators: EDUARDO LUIZ CONTER, ARTHUR LAMBERT

Zoey's Dubber: MEL HEFLIN

Francis' Dubber: MICHAEL DI BENE

Louis' Dubber: NATE NALSON

Bill's Dubber: BOB SINGER

Principal Gordon's Dubber: JACK SAINT



SINOPSIS

A terrible outbreak turns people into infected, leading humanity to the edge of extinction. Four survivors, immune to the virus, try to manage the hell in which they are. Wandering at night they find a full lighted up structure in the middle of nowhere. Safeness seems to be right around the corner, but inside the structure not only the infected people undermine the way to their safety.

DIRECTOR'S NOTE

Left 4 Dead – The Movie is a project born during a conversation with one of my ex business partner. We were trying to test ourselves with something that could challenge our skills, something bigger than the usual low budget short movie. The first idea was a tribute to '70-'80 zombie movies, but during that period *Left4Dead* was very popular so we decided to take the chances and shot a L4D inspired movie. Our first reference was *Escape from city 17* and two italian fan production: *Philanthropy*, a fan film set in Metal Gear Solid world, and *Dark Resurrection* inspired by Star Wars.

We chose to adhere to the game as much as possible. We shot the movie as a tribute to the game fans first of all, because we are among them! We struggled a lot against budget problems and we tried to get noticed by Valve without any success but we found a lot of support in different people, many of them in the film industry. Our screen writer is american and it is thanks to him if right now *L4D – The Movie* is a 45 minutes motion picture and not a short film.

DIRECTOR'S BIOGRAPHY

Daniele Bellucci grew up with bread, movies and videogames during the glorious 80's-90's. He developed an interest in movies and cinema when he was very young, watching at DVD's extra contents. He always thought that making movies looked amazing so he decided to take that road. He graduated in 2010 in Cinema at RomaTre University in Rome and once he learned the movie grammar and how to use visual elements to communicate, he totally fell in love with the whole process. Moreover he began to be interested in social media and in transmedia projects and in 2015 he attended a workshop on transmedia storytelling, organized by IRS Europa. As director and editor he realized many audiovisual projects: shorts, commercial videos, event videos, etc. He founded a personal studio in 2016, that aim to the creation of entertaining and cultural products. On 10th September 2016 he published on youtube his first mid-lenght film *Left 4 Dead - The movie*, a non-profit fan made movie, based on the hit videogame by Valve, followed on social networks by more than 500.000 fans all over the world.

MEXICAN STANDOFF STUDIO

Mexican Standoff is a young and independent audiovisual and new media production company, based in Rome, Italy.

The idea of forming a production was born and raised around the first project *Left 4 Dead - The Movie*, a fan movie based on the hit videogame by Valve realized with the contribution of fans form all over the world, now in competition at Fan Film Awards in Los Angeles 2016 and followed online by more than 1 million people.

Mexican Standoff Studio aims to the realization of cultural and entertainment audiovisual projects like no one does, involving directly the audience, at the same time wants to exploit web potentialities looking at Transmedia Storytelling and Gamification, new ways to communicate, narrate and play. The projects now in development "Experience-An Online Interactive Role Play Adventure", is exactly based on that concepts.

PHOTOS





