

LOVEBUG



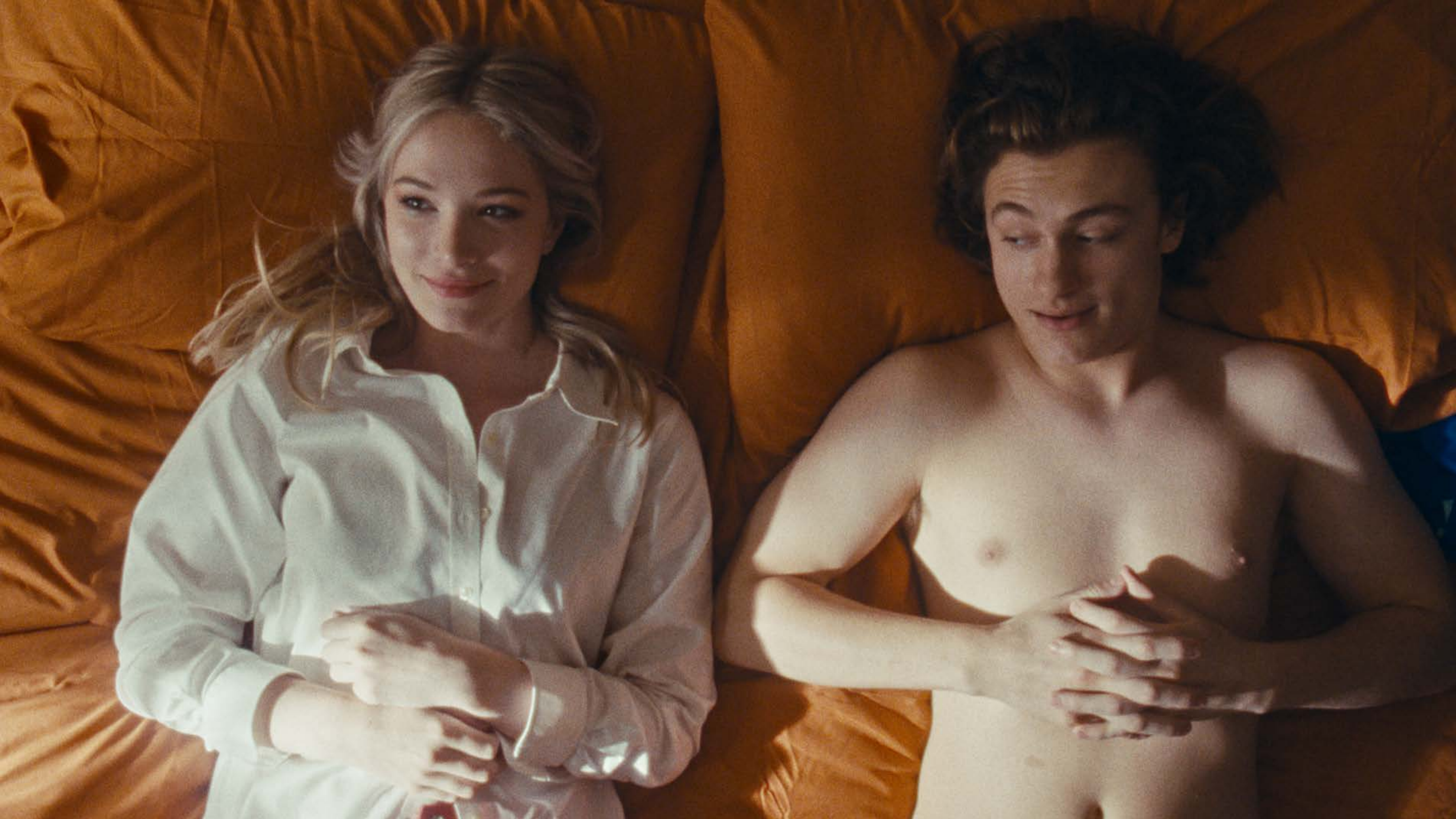
SYNOPSIS

Set in 1980s Los Angeles, a young man, Douglass, finds himself entangled in a relationship with Gracie, an eccentric hustler down on her luck. After their first time gettin' jiggy, Gracie convinces the naive Douglass to become an adult film star under her management.

Driven by a deep-seated desire to belong, Douglass ventures down an increasingly dangerous path as Gracie's charm and go-getter attitude launches "Douggy-Style" and his personalized self-tapes into stardom.

As their relationship deteriorates and it's unclear if "Douggy-Style" is a star or just a pawn in Gracie's game, Douglass will discover the extreme lengths he needs to go to claim his own autonomy.







CAST - DOUGLASS

LOGAN PEPPER

Hey there! I'm Logan, an actor born and raised in LA who loves baseball, comedy, and pub trivia. I played Douglass in Lovebug.

Douglass is a hopeless romantic. I wanted to play him with an underlying sense of innocence. I think people can relate to him- he's a bit insecure and tends to seek approval from others, which gets him caught up in some unusual circumstances. When Gracie tells him he can be something, he wants to make her proud.

Everyone in the cast and crew became super close while filming. Our director, Blake, is so passionate about this project and was immensely easy to collaborate with. I had a ton of freedom to play around with who Douglass was and could just be in the moment during scenes since Blake painted him so well. Working with Lena and cultivating the chemistry between our characters felt completely natural because we'd grown up with each other and have been friends for years! It felt really fun to be able to act alongside each other in a film like this. Not to mention, this was my first period piece, so all the sets and costumes were cool to interact with. Everyone that touched this film is just great. Watch our movie!

CAST - GRACIE

LENA TORLUEMKE

Hey! I'm Lena! I just graduated from USC with a degree in Theatre and a minor in Screenwriting. Lovebug was my first feature film and I loved every second of making it.

Playing Gracie was so fun and challenging for me. She's extremely cunning and ambitious, and she's a force to be reckoned with. She has a lot of layers and even more secrets, so playing her felt like a puzzle I had to solve. I approached every scene differently according to where she was in her character arc. For lighter scenes, I would loosen up physically at the start of the day. For heavier scenes, I would listen to a playlist I curated for Gracie and use a lot of visualization. Overall, I really tried to live in her headspace and rationalize all of her decisions in my head, even if I didn't personally agree with them.

From filming Christmas in the summer to playing volleyball on the beach in December this movie has been so fun for all of us to make. This experience wouldn't have been what it was without the hard work that everyone put in, especially our phenomenal writer and director, Blake, and my fantastic costar, Logan. I'm so excited for everyone to see what we made!



CAST - BILL

**LUCAS
BRAHME**



CAST - BRICK

**DAVE
COBERT**



CAST - AMANDA

**JAMIE
HAN**



DIRECTOR/EXEC PRODUCER BLAKE KAISER

Hello! I'm Blake Kaiser, originally from Leesburg, Virginia. My passion for filmmaking began early, starting as a child actor commuting from Virginia to New York City for auditions, working on commercials and TV shows.

As I transitioned behind the camera, I discovered my love for writing, directing, and editing. Growing up, I made films with friends and even begged my mom to learn editing so she could teach me. Today, I'm an editor at Designory Creative Marketing, honing my skills on projects for companies like NBC and Fox Animation.

My first feature film, *Lovebug*, was completed in 2024. My friends and I prepped for months, creating a successful crowdfunding campaign that brought our Indiegogo project to the front page. Collaborating with brands like Wooden Camera and Nanlux, and building a tight-knit indie crew, we brought *Lovebug* to life. Now, I'm thrilled to share it at festivals—it's a childhood dream realized.

Looking ahead, I plan to continue writing and directing, leveraging my indie filmmaking experience and the relationships I've built along the way.



PRODUCER/UPM

JULES BROWN

My role as producer was influenced by my secondary position as UPM. I helped organize our team's structure, kept everyone up to date throughout preproduction, and sent about 250 texts a day to make sure everything was getting done. My top priority was making sure the creative people on this project got the time, money, and support they needed.



PRODUCER/AD

LUKAS NEAU

Being a producer and assistant director allows me to see macro view of the project's structure. In preproduction, I helped organize the most exciting elements of the project: locations, permits, paperwork, and forms. On set, with my trusty red pen at my side, I aim to facilitate departments like a well-oiled machine and keep us on track for success. Who doesn't love a nice clipboard?





EXEC PRODUCER/DP

DYLAN MARZKE

As EP, I've been working on this project next to Blake since the start. This film is a dream for a cinematographer thanks to its unique setting and creative styling. I can't express enough how fulfilling it's been to craft the images for this story alongside Blake and the whole crew.



CREATIVE PRODUCER/CAM OP

SKY STOCKTON

My role as creative producer is largely centered around maintaining a cohesive visual identity for all aspects of the film: Instagram posts, general marketing, photography, production design, and even assisting with cinematography. I'm incredibly inspired by everyone on this team, and I loved helping bring Blake's vision to life.

PRODUCER/GRIP

RYAN SADIGH

My roles on Lovebug consisted of producing off-set and serving as a grip on-set. As a producer, I helped devise strategic crowdfunding tactics, onboard crew, and provide feedback on crucial post-production elements. As a grip, I had the pleasure of helping our unique lighting technician team rig and craft lighting setups for every scene. Lovebug navigates complex and familiar themes of youth relationships, power dynamics, and naivety humorously and poignantly, and it's truly phenomenal to experience. It's been an honor to help bring this vision to life.

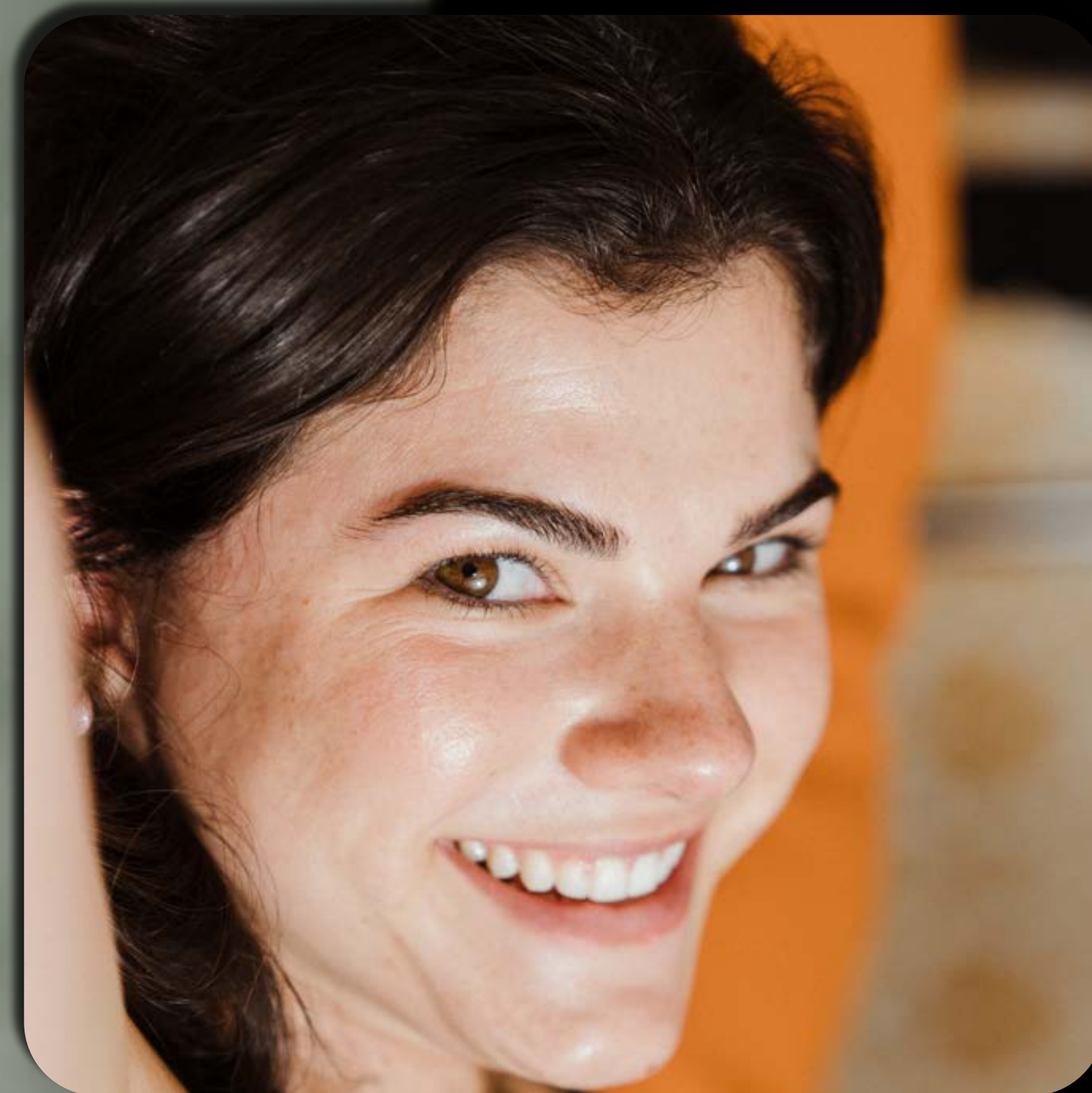


PRODUCER/BTS

LAUREN CHAPPELL

As a producer on Lovebug, I was responsible for working with my co-producers to support Blake's vision for the film on a logistical level. In addition to the planning and execution of a successful crowdfunding campaign, I was also responsible for providing feedback and creative solutions throughout post-production. Besides my role as a producer, I also served as the on-set stills photographer and videographer, as well as shooting and directing the cast interview portion of the Lovebug documentary. This was a fantastic team to work with and I am glad to have been a part of it.





PRODUCTION DESIGNER
SAM BARRETT

Working on this project was very different from any of those I had done previously - period pieces are always a fun and rewarding challenge! I had a great time researching 80s brands, styles, and trends to create an immersive 80s feel on the Love-bug set. The characters are so vibrant I wanted the world they are living in to reflect that. My team and I emphasized the use of bright colors and vibrant prints to achieve this.



COSTUME DESIGNER
ANYA SCHULER

For this project, I worked closely with Blake to understand his vision for each character, ensuring the costumes would match. I curated detailed moodboards for each scene and carefully sourced and selected clothing items from various thrift, consignment, and antique stores throughout Los Angeles! I additionally collaborated with the actors to combine some of their own personal pieces into our stylistic vision.

MAKEUP ARTIST

LENA SCHORGE

As Lead Makeup Artist, I had a lot of fun intertwining makeup trends from the 80s with my own personal flair. I wanted to reflect Gracie's character arc through eyeshadow looks, so I worked with Blake to develop increasingly more vibrant looks as Gracie grew to be a more confident character. By the end of her story, Gracie's eyeshadow grows from a simple liner to colorful, bold looks.



HAIR STYLIST

ANDREA GURROLA

I've always had a passion for hair styling and bringing characters to life on film is where I truly shine. For Lovebug, my role was to tell the film's story through 80's inspired looks. From a tousled pony to messy hair, the goal was to make the actors' hair as effortless as possible.





CASTING DIRECTOR **LILIANA CHOMSKY**

I was responsible for casting two actors to carry a story focused 90% on them. Finding our Gracie was easy—Blake had worked with Lena Torluemke before, and I knew her from high school acting class, where she impressed me. Douglass was trickier; we wanted his playful naiveté to shine. I reached out to actors I had previously worked with and, after a long search, found Logan Pepper for Douggy Style. I knew Logan from previous projects, and watching Blake work with Logan and Lena during chemistry reads was special; they had a natural connection from past work. Visiting them on set felt like a lovely reunion.



MUSIC COMPOSER **SEAN HILLIS**

I created 13 original compositions for Lovebug. Most of these pieces were inspired by 80s synth pop and new wave groups such as Morrissey, Blondie, and Cyndi Lauper, all of whom often employed catchy melodies. In creating this score, it was most important to establish a catchy melody that could be used as a motif across most of the songs. To bolster this motif, I used the chorus effect on the guitar parts, as well as vintage sounding synths to really give the songs an 80s feel. A few songs also use strings sections to evoke a grander, larger than life feeling, inspired mostly by Morrissey.

**SNEAD PRODUCTIONS IN ASSOCIATION
WITH VEA PRODUCTIONS**

DIRECTOR	BLAKE KAISER
EXECUTIVE PRODUCERS	BLAKE KAISER, DYLAN MARZKE
PRODUCERS	LUKAS NEAU, JULES BROWN, SKY STOCKTON, RYAN SADIGH, LAUREN CHAPPELL
DIRECTOR OF PHOTOGRAPHY	DYLAN MARZKE
GAFFER	SAM BOYAR, QUINN MCCAIN
PRODUCTION DESIGNER	SAM BARRETT
COSTUME DESIGNER	ANYA SCHULER
MAKEUP ARTIST	LENA SCHORGE
EDITOR	BLAKE KAISER
VFX	JACK CARLSEN
COMPOSER	SEAN HILLIS





DIRECTOR'S NOTE

When writing *Lovebug*, I was always mindful of keeping the scale as low as possible, not just due to budget constraints, but in order to focus on the core of filmmaking; telling a story. *Lovebug* is centered around one relationship, with very few outside characters to make audiences feel they are with Douglass and this relationship. They slip into Douglass's shoes as he discovers the type of person he wants to become, and his own self-worth. Finding my own worth was a real struggle growing up, so I hope Douglass's story can remind others that pulling oneself out of unhealthy relationships and realizing one's worth is a challenging journey.

While set in the 1980s, *Lovebug*'s narrative remains relevant today because of what the main relationship represented then. In the 80s, engaging with adult content as the characters do was jarring due to its inaccessibility. It's easy to see how Douglass's early exposure to a world he doesn't understand is harmful. Today, teenagers and young adults have instant access to sex online, which can shape their perceptions from a young age. *Lovebug* represents how sex can be misunderstood when we are growing up. Mainstream pornography often distorts intimacy, selling a story that doesn't represent real sex. We start to confuse the difference between offering ourselves to someone out of service versus offering out of actual love.

This is the time to tell this story, to reach the generation that has had the world in the literal palm of their hands since they can remember. Being from this generation myself, I know how the digital age has left young people without self-worth and with an unhealthy view of sex and relationships. *Lovebug* isn't just about a relationship between two young adults in the 80s; it's about young people today.





CONTACT

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