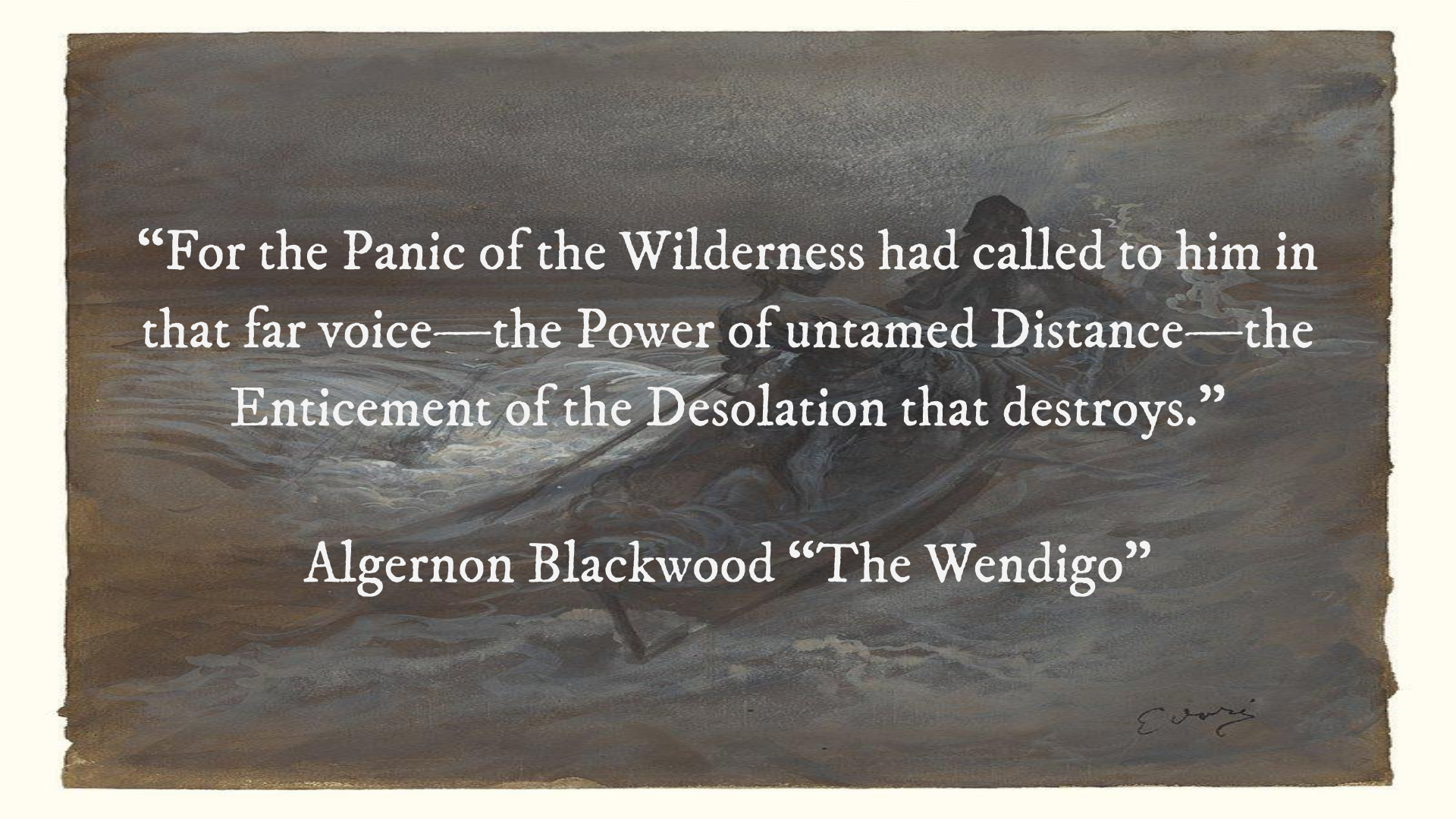


The Wendigo

A Gothic Horror Feature Film

by Ryan Lis & Thomas Thomas



“For the Panic of the Wilderness had called to him in that far voice—the Power of untamed Distance—the Enticement of the Desolation that destroys.”

Algernon Blackwood “The Wendigo”

Edwards

Chapter I - Introduction

We are:

- Ryan Lis: A writer and former Award-winning military journalist whose work spanned three continents.
- Thomas Thomas: A writer and director with a decade of hands-on production experience across a wide variety of roles.
- Last year, we attended Proof with our sitcom Seeking Sasquatch.
- This year, we're bringing something bold—a **bone-chilling** Gothic horror based on the timeless work of Algernon Blackwood.

A detailed painting of a winter landscape. Three large, gnarled, leafless trees stand on a snow-covered hill. The trees have intricate, bare branches and thick, textured trunks. The ground is covered in a layer of snow, with some small, dark patches of grass or rocks visible. In the background, a hazy, blueish-grey sky suggests a distant horizon. The overall mood is quiet and desolate. The text "Chapter II - Overview" is written in a white, serif font across the middle of the image.

Chapter II - Overview

The Wendigo is a Gothic tale recognized in the same breath of other, better known works like Dracula and Frankenstein—preeminent for its folkloric vision of isolation, nature's savagery, and supernatural dread.

It follows a hunting party in the frozen Canadian wilderness at the end of the 19th century whose journey turns into a waking **nightmare** when they encounter an ancient **evil** that thrives on fear and isolation, forcing them to confront both physical and psychological limits.





In our version, the protagonists face deep debts and little choice but to embark on a gold-rush-style foray into the pelt trade, driven by desperation and the need for a big payout. Confronting the ever-relevant question of: what is the cost of losing our humanity?

Chapter III - Why “The Wendigo?”



Crafting a Timeless Horror

Desperation. Isolation. Greed. These seeds and the culture-bound symptoms of a peculiar psychosis, bloom into emotional, psychological, and supernatural tension that will captivate audiences seeking atmospheric, thought-provoking horror.

Our feature adaptation of Blackwood's work derives its thematic staying power from its exploration into the human psyche, Indigenous lore, cultural fears, and mistrust. It explores man vs nature, man, himself, and the unknown....



Chapter IV - The Vision

The Sight of Horror

A key focus will be designing a new, iconic creature to rival the classics.

Working with practical and digital effects teams and Indigenous consultants, we aim to design a creature that's both terrifyingly **otherworldly** and grounded in cultural authenticity.

To capture this story with the right visual aesthetic, we propose shooting digitally, leveraging the latest in low-light-resolution camera technology while pairing it with vintage lenses for their natural imperfections, flares, and soft focus that evoke the haunting atmosphere.



Chapter V - The Approach

With a ready-to-shoot script, we aim to capture this film in the remote, forested regions of Canada, specifically British Columbia, Alberta, or Manitoba, where we can stretch our dollars further with rebates and incentives for remote shooting.

We propose a modest budget of \$2 - \$3 million, adhering to the **profitability** standards of the horror genre.

Our allocation is as follows: 15% to pre-production, 55% to production—including an ensemble cast of 5–7 actors on location shooting—20% to post-production, and 10% to marketing and distribution.

A painting of a snowy forest scene. A large, dark evergreen tree stands in the center, its branches dusted with snow. The ground is covered in a thick layer of snow, with some rocks and smaller trees visible in the foreground and background. The sky is a pale, hazy blue. The overall style is that of a classic landscape painting.

Our Team

This decision is grounded in experience. Our credentials not only include extensive remote location work around the world, but VFX, and cinematography.

Together, we've proven with last year's *Seeking Sasquatch* and our short *Cosmo* that we can create compelling stories on modest budgets.



Chapter VI - Why Now?

We're at the early peak of a genre renaissance. Films like *Nosferatu* prove that Gothic horror is making a big comeback.

With that in mind, something that could be done at a smaller scale—though no less terrifying—in the public domain, makes it accessible to a smaller company looking to accelerate their name in the direction of the A24's

This is the **catalyst** you've been looking for....



Join Us...

In bringing the Wendigo to life.

In crafting a haunting, thought-provoking horror that resonates with audiences for years to come.

In creating a new horror icon.



Contact@EmpriseEntertainment.com