

Production Journal: Congo 2

- **May – July 2025 (Conception):** Deep-dive research into the 1995 classic, breaking down specific scenes and vintage Taco Bell tie-in ads. We planted the seeds for a legally distinct spiritual successor by anchoring the story to the public domain bones of *King Solomon's Mines*.
- **December 2025 – January 2026 (Development):** The core script rapidly evolved from its initial state into a full-fledged "Skunk Ape" narrative. We simultaneously expanded the universe across transmedia, developing anime attachments and publishing the tie-in ebook.
- **Early 2026 (Principal "Photography"):** The heavy lifting phase. We utilized an arsenal of generative AI tools—including Veo, Sora, Midjourney, Grok, and various open-source models—to generate the actual footage. The intense prompting yielded a massive 2-hour and 20-minute assembly cut (*The Director's Uncut Banana*), which became our proof-of-concept for funding.
- **February 2026 (Post-Production & Scoring):** Whittling the massive assembly down to a tight 87-minute final cut (*The Lost City Awakens*). Post-production hurdles included navigating real-world Crichton Cease & Desist drama on the podcast, generating the complex Swiss-typography end credits, and integrating Pietro Dagostino's completed original soundtrack, featuring tracks like "Creatures of the Air" and "Double Reality."