

## **POST FALL – Project Roadmap & Vision**

POST FALL is a long-term, original science-fiction film franchise envisioned as a six-film saga. This channel exists to document, experiment, and openly share the journey of bringing that franchise from concept to screen.

### **Why This Channel Exists**

Rather than waiting for permission or perfect circumstances, POST FALL is being built in public. This channel serves as a creative laboratory where concept art, world-building, early visuals, and production experiments are shared with viewers as the project evolves.

### **Year 1 – Foundation & World-Building (Currently week 10 as of Episode #10)**

The first year focuses on creating the visual and conceptual foundation of POST FALL. This includes concept art, environments, vehicles, props, mood pieces, and first-look video experiments. This phase is about building the world—what the universe looks and feels like—before asking audiences to engage deeply with characters or plot.

### **Year 2 – Early Action & Character Experiments**

Year two is planned as a bridge between static concepts and true cinematic storytelling. The goal is to begin testing short action beats, limited character movement, and early spoken dialogue through short videos. While full scenes are not yet expected to be possible with current AI tools, this year focuses on pushing those boundaries while continuing to refine visual identity.

### **Year 3 – Full Scene Capability & Momentum**

By year three, the expectation is that generative AI will be capable of producing consistent characters, spoken dialogue, and multi-minute cinematic scenes. This year also aims to unlock the YouTube Partner Program, allowing licensed music to be used as creative inspiration for longer, music-driven sequences. The ultimate goal of year three is to secure film rights licensing with a studio—or establish a viable path to independently produce the films with proper financing.

### **Years 4–6 – Film Production Pipeline**

Year four is envisioned as pre-production: final scripts, casting concepts, storyboards, and technical planning. Year five targets production across all six films simultaneously, followed by year six dedicated to post-production, editing, visual effects, sound design, and final polish.

### **Years 7–9.5 – Film Releases**

POST FALL is planned as a staggered release franchise:

- Year 7: POST FALL I
- Year 7.5: POST FALL II
- Year 8: POST FALL III

- Year 8.5: POST FALL IV
- Year 9: POST FALL V
- Year 9.5: POST FALL VI

Together, these releases complete the POST FALL saga over approximately ten years.

### **The Invitation**

Viewers are not being asked to passively consume finished content—they are invited to witness the making of a universe. Every image, video, and discussion shared on this channel represents another piece of furniture placed inside POST FALL's world. By the time the films arrive, the audience will already know where to sit.