



# LITTLE GIANT

SOMETIMES WE MAKE OUR OWN MONSTERS



# LITTLE GIANT LOGLINE

2

Tanner, a lonely and over imaginative boy, creates an imaginary friend to cope with his traumatic family life. But as the boy grows up, his Little Giant does too, and becomes more real and dangerous.







## LITTLE GIANT SYNOPSIS

3

Young Tanner creates the imaginary world of Little Giant Land to escape a lonely and abusive life. During a brutal attack he calls his imaginary friend, Little Giant, through the fabric of our reality to save him, but the protective creature goes too far. Tanner's terrified father moves them to the city, and a dying Little Giant leaves him his own glowing eye, a bridge to another world.





## LITTLE GIANT SYNOPSIS

4

Twenty years later, Tanner is a successful graphic artist thanks to the charm. Returning home after his mother's death, he faces old traumas and hostile locals. Little Giant reappears, now more powerful, and Tanner must learn to control him to protect his hard-earned peace and success.



# LITTLE GIANT TWO WORLDS

## The “real world”

Tanner’s home is a dark and lonely place, devoid of the magic Tanner craves, and absent of the love or companionship he needs.

Deep shadows, hazy light, empty frames

A small New England town, both picturesque and foreboding, his family’s colonial-era house is decrepit and creepy. Surrounded by dense forests, mysterious woods, and an old bridge to no-where.

Rotting neglected structures, rich and vibrant foliage with sense of hidden magic.





# LITTLE GIANT TWO WORLDS

6

## Little Giant Land

The beautiful fantasy world built from Tanner's mind, and possibly his connection to other realities that represent freedom and all the things he is missing in his waking life.







## LITTLE GIANT LOOK & TONE

7

By juxtaposing two worlds with contrasting warm and cool tones, we can explore a harsh reality and the welcome escape of imagined reality. Deep shadows will stretch over both perspectives to lend a sense of foreboding to the things we don't want to face. Fantasy is both an escape and self preservation against traumatic circumstances. Just like dreams can shift to nightmares, our magical realism will shift to horror.

We will use a mixed media approach using live action filming for the main story, with AI and computer generated VFX for imagination elements to highlight the other worldly feel of the mind's creations. Daydreaming new worlds will take us into fresh territory visually, and there will be a stark difference between child and adult visuals.



# LITTLE GIANT CHARACTERS

8



## Tanner

A lonely and creative boy who feels out of place in this century let alone this world. He is misunderstood, and abused by adults for his overactive imagination. When he grows up his imagination becomes a gift as a successful graphic artist. But some gifts can also be curses if they do not come from a healed place.



## Little Giant

Manifesting as a shadow in this reality, he is a prince in his own land, Little Giant is called through fabric of the 3rd dimension to protect Tanner. He is wise, teaches Tanner the Zyrghish language, and swears to protect him. He becomes increasingly physical and violent as Tanner grows up.



# LITTLE GIANT CHARACTERS

9



## Brooke

A hopeful and effervescent woman. She bears a facial scar from a childhood accident, which she does not blame Tanner for. Never plays the victim, she works at a local diner, but seems mired in the inescapable drama of small town living.



## Guy

Blue collar, hardworking, small town hero. Guy is mistrusting of city life and city people. He's a libertarian to the core, embodying the New Hampshire slogan "live free, or die". He's not afraid to fight for what he wants.





# LITTLE GIANT THEMES

10

## **Imagination**

In childhood we develop coping mechanisms like armor and weapons to protect us from pain and loneliness.

## **Coping**

Imagination can become a double edged sword when the line between reality and the imagined blurs.

## **Loneliness**

When not dealt with, those avoidance strategies begin to cut both ways.

And when we grow up, our monsters do too.



# LITTLE GIANT COMPARABLE FILMS

## Pan's Labyrinth



A blend of fantasy and horror elements with a coming-of-age story, exploring the impact of childhood trauma on the imagination.

## A Monster Calls



Themes of creating coping mechanisms and the power of imagination to process difficult emotions.

## Coraline



The eerie and unsettling tone exploring the blurred lines between reality and the one we create in our minds.





# LITTLE GIANT WHY NOW, WHY US?

12

This film explores my childhood imaginary friend, the Little Giant. He was a beautiful expression of imagination and also a coping mechanism for lonely, scary times. Talking about these magical worlds was seen as suicidal thoughts and led to therapy at age 5.

Now that society has the vocabulary to discuss childhood depression, how can we outgrow these self protections without losing creativity? This film delves into child reality and imagination, asking us to question if our own inner monsters still serve us.

- **Brian Flaccus**

