

TRANSHUMAN

TRACKING THE RACE BETWEEN MAN AND MACHINE

LOGLINE & GENRE

GENRE

Factual Docu-Series
Science & Technology

LOGLINE

A voyage into the controversial, intellectual and cultural movement of Transhumanism that explores altering of the human condition through emerging technologies designed to defy aging and eradicate our intellectual, physical, and psychological limitations.

TRANSHUMAN

TRACKING THE RACE BETWEEN MAN AND MACHINE

SHOW SUMMARY



Great strides in human evolution have been defined by successive steps beyond our biological constraints. From our humble beginnings as simple hunter-gatherers to the space travelers and technology driven pioneers of today, we have continually struggled to remove our limitations by pushing the envelope of what is known and possible.

But could this desire to expand human capacity actually be the greatest threat to the safety of mankind? Our ancestors only dreamed of flight, now we soar through the skies. Our forefathers couldn't speak to each other from the next room, now we can stream live video conversations around the world. Our Stone Age predecessors had an average lifespan of 25 years, now we easily live well into our 80's and 90's. Due to our medical breakthroughs and technological innovations, humanity has far exceeded the life expectancy of most creatures on planet Earth. Our natural drive to achieve immortality has only been curbed by our technological limits...

UNTIL NOW.

Our desire for life extension began when the first caveman decided to sharpen a stick and use it to kill for food. This was followed by agriculture, medicine, surgery, antibiotics, vaccines, transplants, artificial limbs, and nano-technology. Today we have within our grasp the ability to transform ourselves into something superior...

NOT QUITE HUMAN, BUT TRANSHUMAN

TRANSHUMAN

TRACKING THE RACE BETWEEN MAN AND MACHINE

PITCH

TRANSHUMAN

ON THE ROAD TO IMMORTALITY, WHAT PART OF YOUR LIFE ARE YOU WILLING TO SACRIFICE?

TRANSHUMAN+™ will deliver a mesmerizing and often startling view into the destiny of mankind as we move toward a posthuman future.

During each hour-long episode, our esteemed futurist host will take you into the labs and lives of the geniuses and risk takers who are pushing the limits of human lifespan, intellectual capacity, sensory modalities, and mood and body enhancement technologies. During each show, you're introduced to TRANSHUMAN+™ individuals seeking to expand their capabilities and the entities behind the multimillion-dollar projects currently underway in these emerging technologies. You'll ride sidecar with test subjects and visionaries; unique people on a quest for immortality and setting the pace for the TRANSHUMAN+™ movement.

What will the next evolutionary step of these new super-beings claim in their wake? What rights and powers will they possess? Will the first victims of a TRANSHUMAN+™ world be the mere mortals that get left behind? Tampering with nature while playing God, the posthuman period is descending upon us...

WHAT WILL THE FUTURE HOLD

FOR THE HUMAN RACE?

TRANSHUMAN

TRACKING THE RACE BETWEEN MAN AND MACHINE

STYLE & FORMAT



The investigative structure and controversial spirit of *In Search Of...* combined with exploratory vision of *Through The Wormhole*, coupled with the futuristic styles of *A.I.*, *Artificial Intelligence* and *The Matrix*.

Each week, *TRANSHUMAN+*™ will take viewers on a fast-paced, heart-pumping journey to historic sites, exotic lands, and the most talked about locations where science, religion and technology are advancing the *TRANSHUMAN+*™ movement. The past, present and future of human evolution are astonishingly explored as we march toward an eventual singularity between man and machine.

The hour-long weekly series will consist of ten episodes per season and will take place on the *TRANSHUMAN+*™ studio set and explored at distant locations.

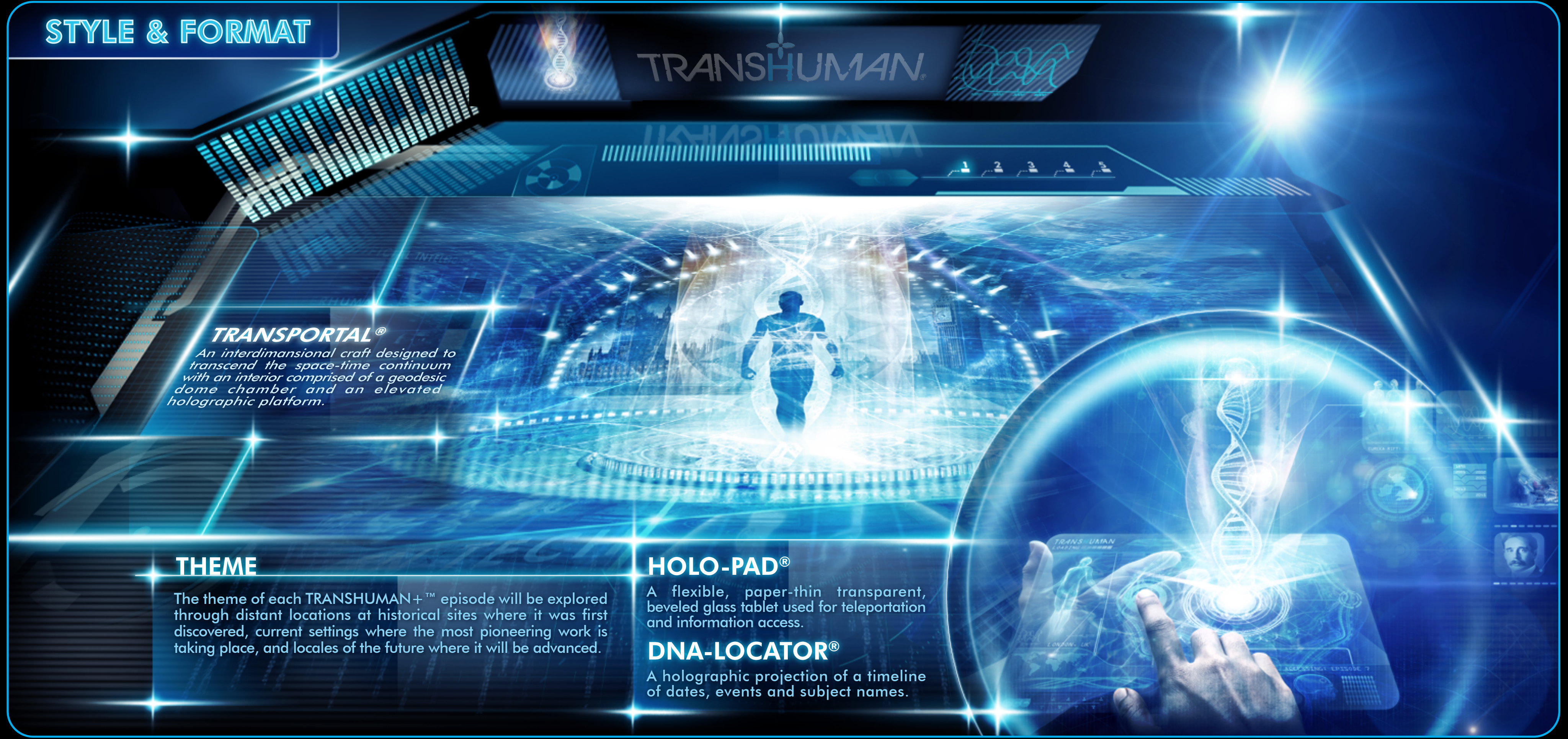
SEASON 1: EPISODES & TOPICS AT A GLANCE

LIFE EXTENSION	BRAIN POWER	SUPERHUMANS	CYBERNETICS	VIRTUAL REALITY	CLONING	TIME TRAVEL	MERGING TECH	ALIEN TECH	SPIRITUALITY
Episode 1: IMMORTAL	Episode 2: BRILLIANT	Episode 3: INVINCIBLE	Episode 4: AUTONOMOUS	Episode 5: PHANTASMIC	Episode 6: BINARY	Episode 7: ETERNAL	Episode 8: CONVERGENT	Episode 9: CELESTIAL	Episode 10: TRANSCENDENT

TRANSHUMAN[®]

TRACKING THE RACE BETWEEN MAN AND MACHINE

STYLE & FORMAT



TRANSPORTAL[®]

An interdimensional craft designed to transcend the space-time continuum with an interior comprised of a geodesic dome chamber and an elevated holographic platform.

THEME

The theme of each TRANSHUMAN+™ episode will be explored through distant locations at historical sites where it was first discovered, current settings where the most pioneering work is taking place, and locales of the future where it will be advanced.

HOLO-PAD[®]

A flexible, paper-thin transparent, beveled glass tablet used for teleportation and information access.

DNA-LOCATOR[®]

A holographic projection of a timeline of dates, events and subject names.

TRANSHUMAN

TRACKING THE RACE BETWEEN MAN AND MACHINE



INTERSTITIALS

Various TRANSHUMAN+™ storytelling and expository visual tools will be used as interstitials during each episode. They will serve as stand-alone sequences or transitions during segments

DNA POINT®

Key story point in the episode DNA. Moves viewers through the primary locations, subjects, and main topics of the show.

FACT TRANSMISSION®

An interruption in space-time highlighting fact based excerpts of subject interviews (scientists, authors, philosophers, artists, filmmakers).

CONSTRUCT SITE®

A holographic rendering of what a specific object, structure, or device once looked like or may be designed in the future.

CELLULINK®

An interactive pop up link for use in website and/or smart tv that links to specific supporting data.

POP GLITCH®

A static-induced flash in time highlighting relevant moments in pop culture media (movies, television, games, literary references).

EUREKA RIFT®

Key story point in the episode DNA. Moves viewers through the primary locations, subjects, and main topics of the show.

TRANSHUMAN

TRACKING THE RACE BETWEEN MAN AND MACHINE

CAST

TRANSHUMAN

HOST



The host will be a leader in the futurist movement and a powerful voice in today's digital and social media age of communication. Currently, Jason Silva, television personality, filmmaker, philosopher and host of National Geographic's top-rated Brain Games, has expressed tremendous interest in serving as the host of TRANSHUMAN+™.

The individuals and entities behind the TRANSHUMAN+™ movement, both under the radar and high profile, will provide the eyes, ears and insight into the history and future of each episode's topics and themes.



PRACTITIONERS

FACILITATORS

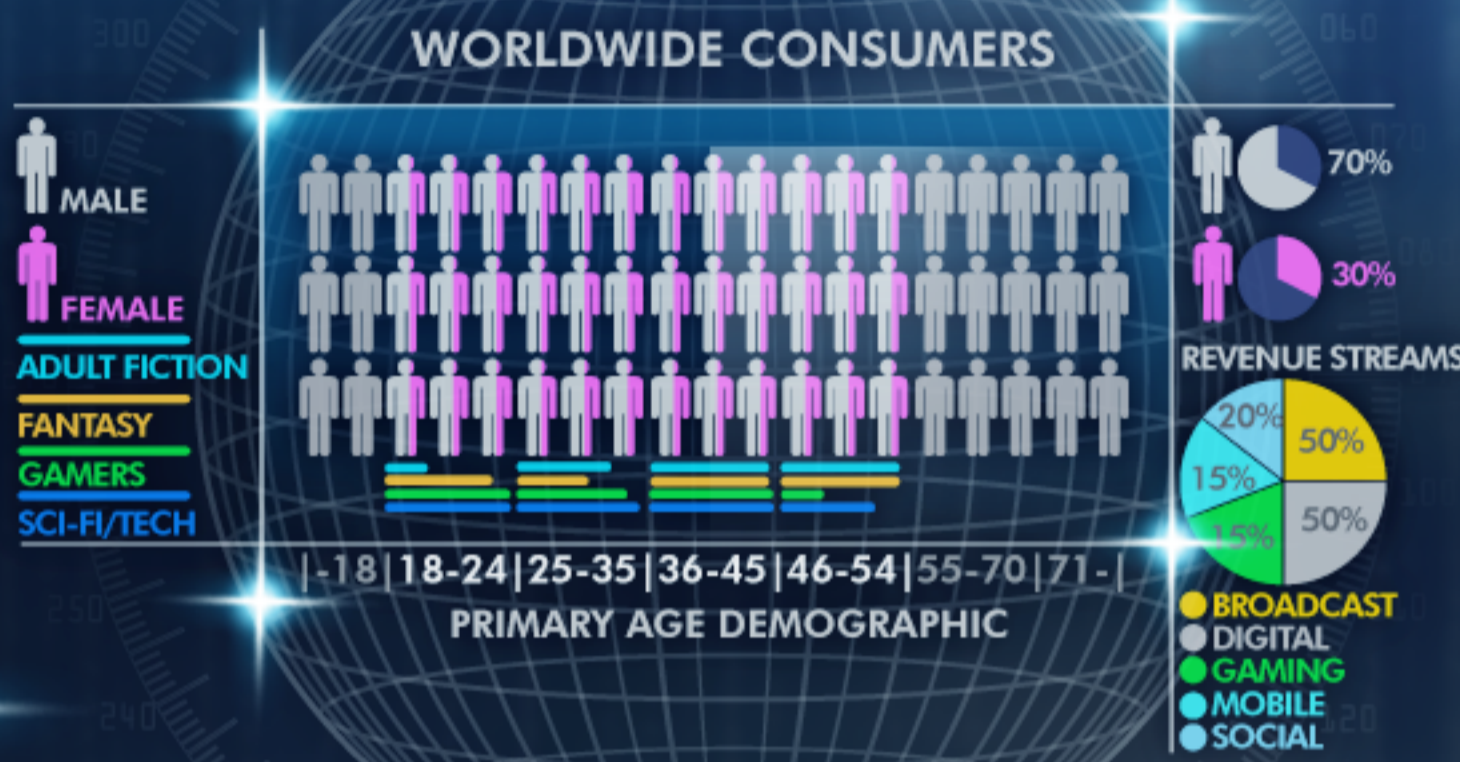
OPPONENTS

futurists	authors	artists	witnesses	consumers	politicians	inventors	investors	doctors	scientists	scholars	spiritualists	skeptics	critics	religious	academics	lawmakers	extremists

DEMOGRAPHICS

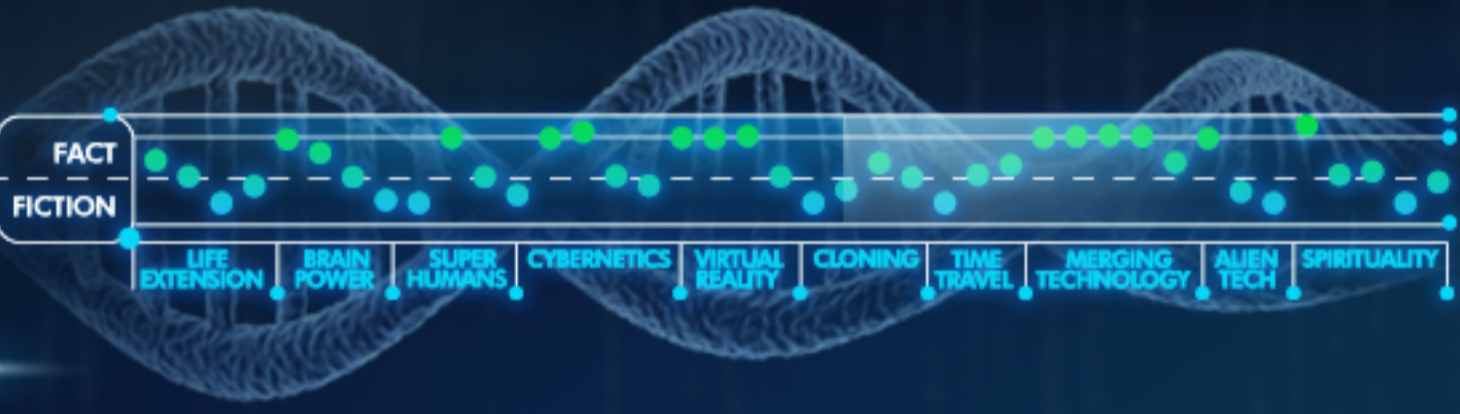
AUDIENCE

TRANSHUMAN+™ is geared toward a neutral demographic of worldwide consumers with an emphasis on key target market ages, gender, genre, viewer format and revenue streams.



Few genres reflect the sensibility of their age so transparently, if often unconsciously, or provide so many opportunities to simultaneously address social issues and expand the lexicon with new technologies. TRANSHUMAN+™ follows the principles that have positioned all science fiction properties for success. The technology in the show extrapolates from but doesn't violate known scientific principles.

When known scientific principles are violated the series explains why and how. And when known scientific principles are violated without explanation, the series follows popular science fiction conventions.

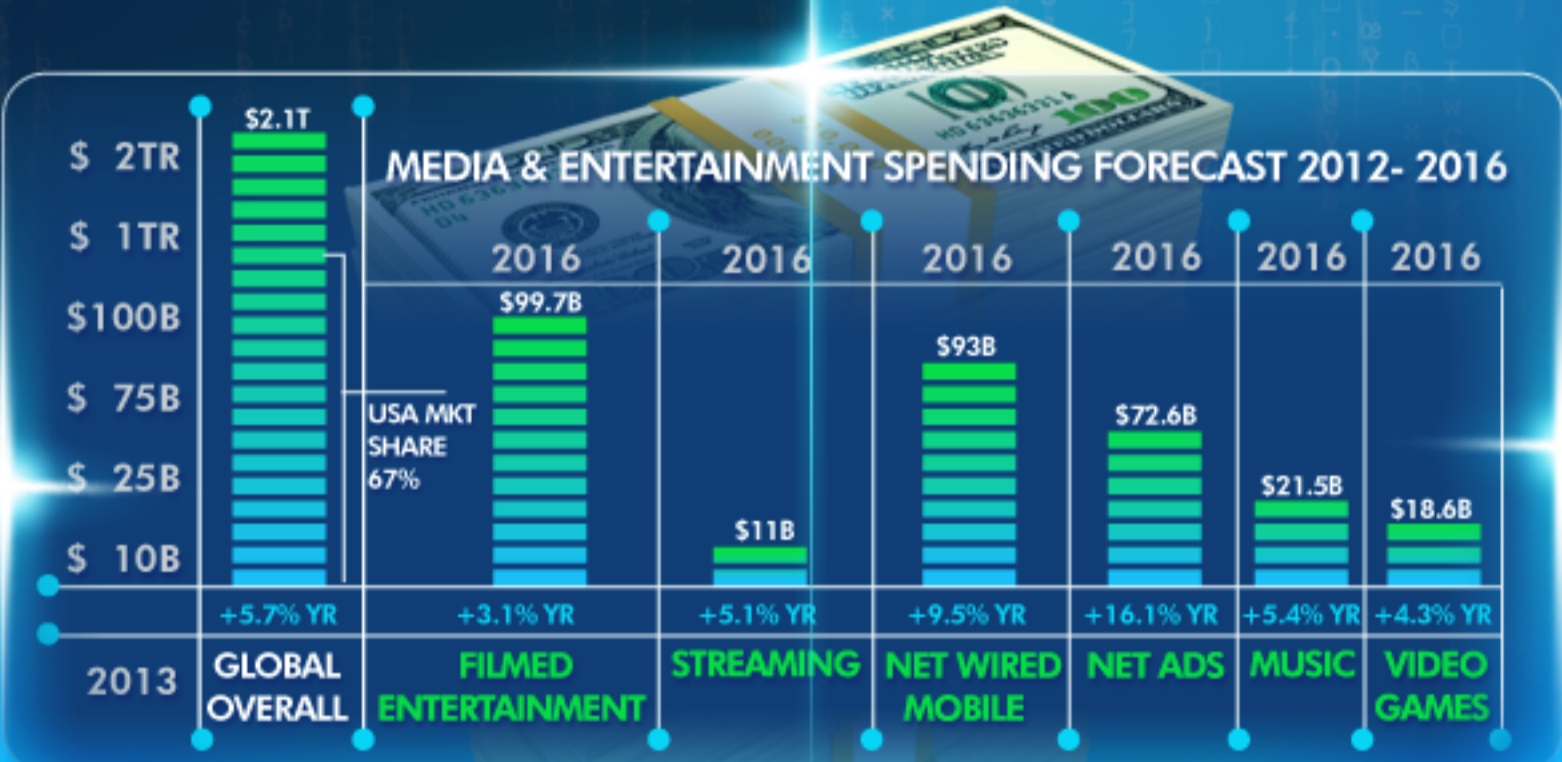


INDUSTRY GROWTH

Contrary to the dire warnings of some, the entertainment and media market is booming. Through a decade of economic and technological upheaval, the entertainment industry grew 50% while consumers increased spending on entertainment.



Overall, Pricewaterhouse Coopers expects worldwide spending for media and entertainment to grow exponentially by 2016



TRANSHUMAN

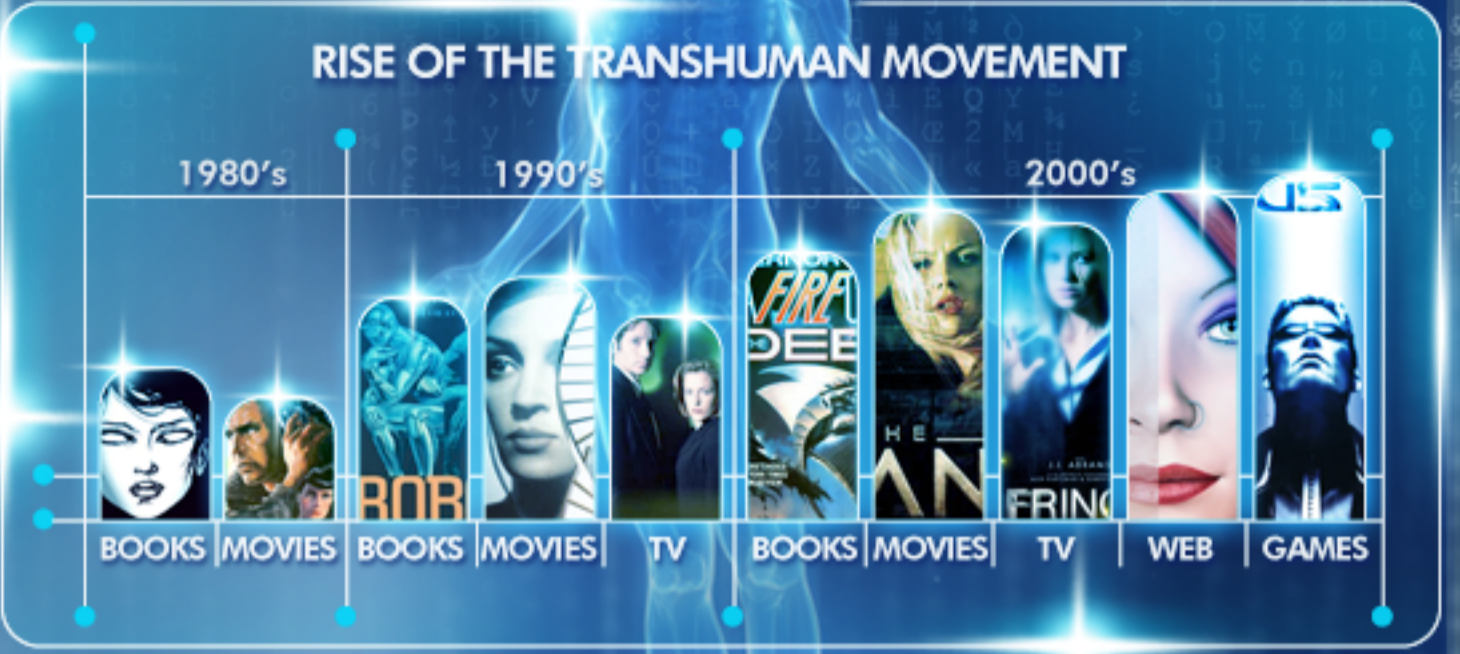
TRACKING THE RACE BETWEEN MAN AND MACHINE

TRENDS

MOVEMENT

The 1980s were the actual starting point of transhumanism, especially in areas where intellectuals, artist and radicals converged. The explosion of transhumanism occurred when the Internet broadened and hastened communication. And with the advent of social media, the movement has grown rapidly in recent years. As the race to The Singularity has produced exponential discoveries in science and advances in technology, it assures us that ensuing seasons of TRANSHUMAN+™ will be populated with an endless list of intriguing and exciting subjects.

Entertainment and media has long seen the lucrative potential of tapping into this intellectual and cultural movement; a focus that has not slowed, but has cultivated into one of the most profitable and still fairly untapped segments of the industry.



THEATRICAL POWERHOUSES

Though TRANSHUMAN+™ is designed for broadcast, digital and ancillary markets, it's important to note the power of transhumanism in the feature film realm. Global box office for all films released in each country around the world reached \$32.6B in 2011, up 3% over 2010's total. Many of the highest grossing franchises are transhuman-based.



DIGITAL & VOD

TRANSHUMAN+™ will be predominantly geared toward broadcast and digital markets. In terms of global consumer spending, subscription TV services have risen with a compound annual growth rate of about 6% over the last several years, exceeding \$200 billion in 2010. Additionally, over-the-top subscription services such as Hulu and Netflix are available online, on TV, tablets and smartphones, offering ad-supported on-demand streaming video of TV shows, movies, episodes and other new media, web syndication services for other websites, as well as producing their own original content.



IN REAL TIME

JUST AS WITH FILM, THE BIGGEST NAMES IN ENTERTAINMENT ARE GENERATING TRANSHUMAN-BASED CONTENT FOR BROADCAST AND DIGITAL DISTRIBUTION.



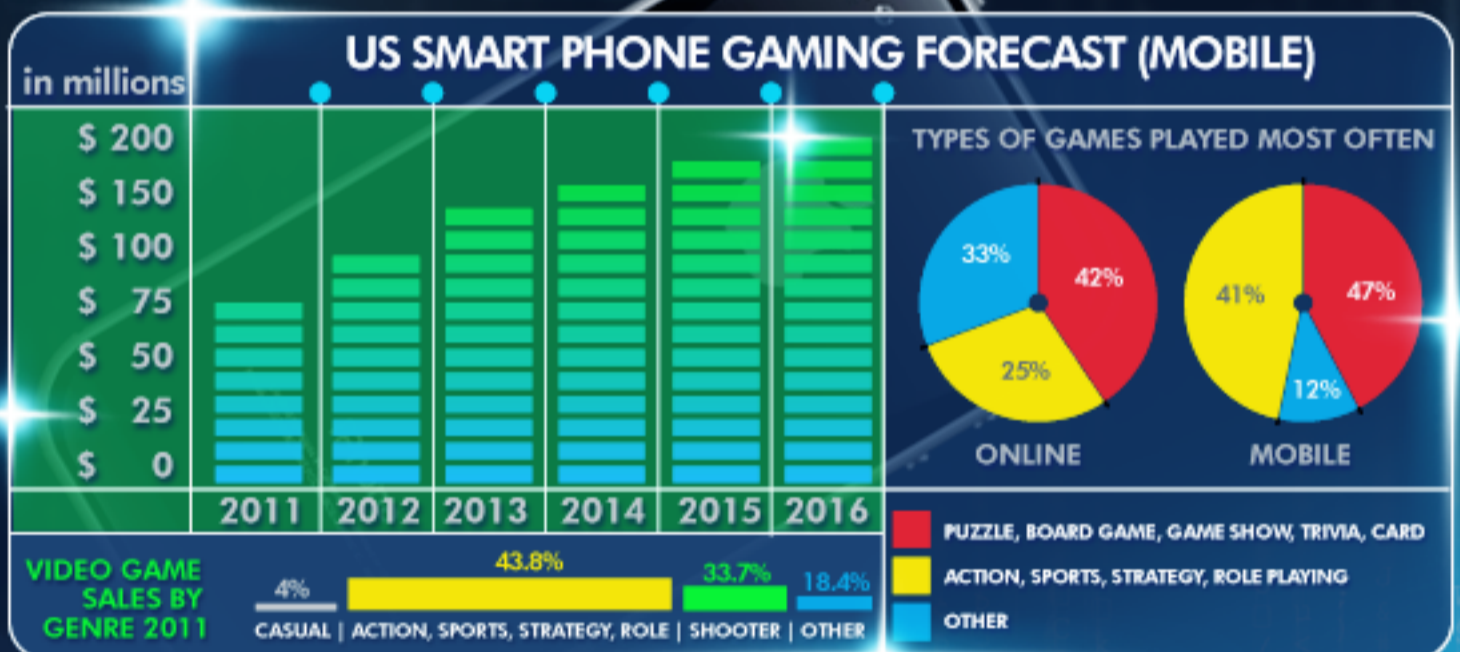
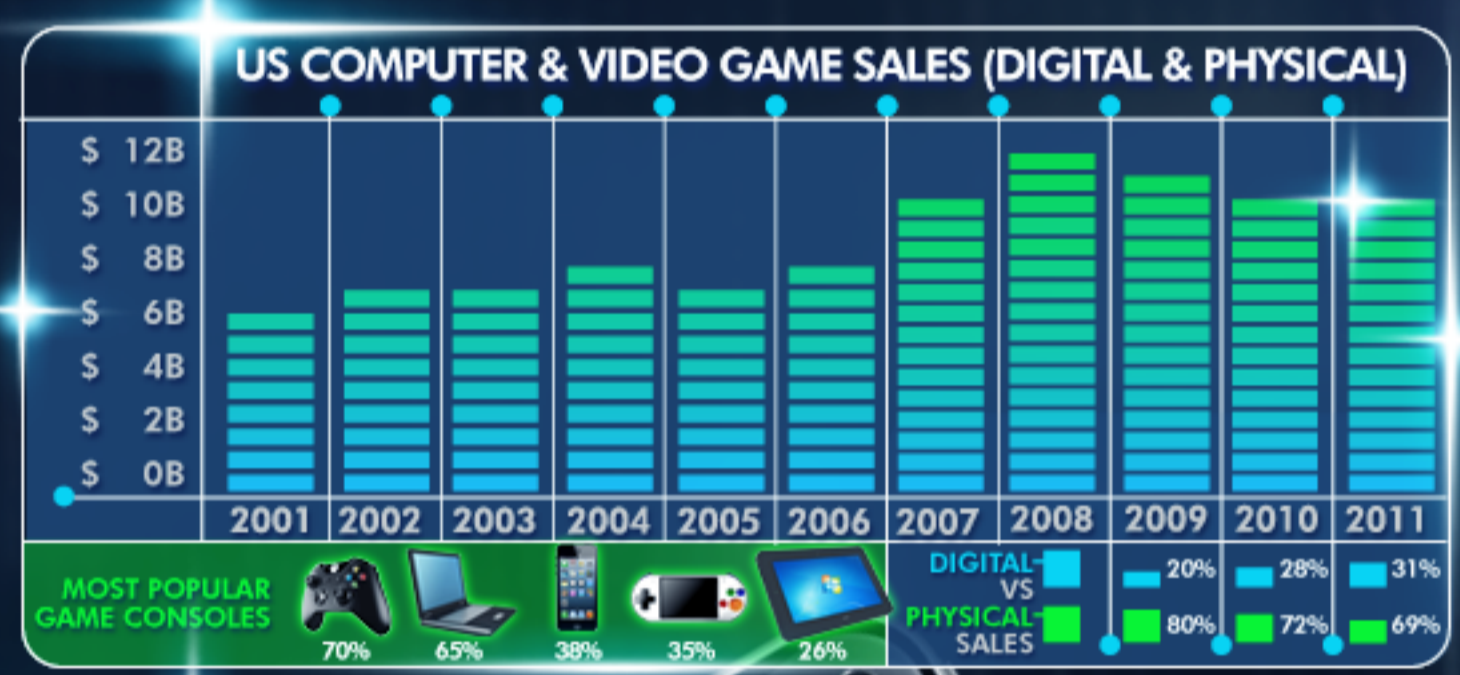
TRENDS

THE GAMING FACTOR

From a secondary distribution perspective, TRANSHUMAN+™ is positioned to capitalize off of the boom in social media and mobile apps, and traditional areas of merchandising, music and publications. But it should be noted that it sits directly in the sweet spot of gamer demographics, primed for pulling in this audience into the show, spin-offs, social media presence, and inevitably, a transhuman-based video game itself.

Globally, the amount that consumers spend on video games for hardware, software and accessories has grown impressively from about \$20 billion in 2000 to approximately \$70 billion in 2011

Worldwide, the population of gamers has exploded from 250 million in 2008 to 1.5 billion in 2011. One survey notes that the number of video game players in the US has more than doubled from 56 million in 2008 to 135 million in 2011.



CONVERGING ENTERTAINMENT

The latest Call of Duty release exceeded \$1 billion in sales in just 16 days faster than Avatar hit the same milestone by one day. The Star Wars universe has spawned a long list of video game titles on many different gaming platforms over the years, from PCs to PlayStations to mobile phones and websites.



Interestingly, it was just announced that Microsoft and Steven Spielberg will adapt the blockbuster Halo videogame franchise as a premium live action series exclusively for Xbox Live. Each of these transhuman money-spinning games has either spawned a feature film or was generated from a feature film franchise.

SEEDS OF OPPORTUNITY

The biggest names in entertainment are tackling transhumanism and generating franchisable properties with enormous terminal value. This market has barely scratched the surface of its potential, the trend still ready to be ridden to staggering profits. The long-term prospects of a consistent audience and steady stream of original content are strong, at

WELCOME TO THE AGE OF CONTENT

New digital technologies are shaping the production, distribution and marketing of content, while the convergence of the Net with TVs, telephones, kiosks, cars and wireless devices is creating new media channels. Interactive entertainment content and virtual reality are going to become part of digital agents and holographic entertainment. And Digital TV is providing new programs experiencing real-time participation with media content, shows and personalities. The future of entertainment and media is bright, faster, smarter and more powerful than ever before. And just as the race to The Singularity has led to the convergence of science, religion, technology and spirituality, it too is leading this new convergence, with TRANSHUMAN+™ ready to capitalize in this Age of Content.

TRANSHUMAN

TRACKING THE RACE BETWEEN MAN AND MACHINE

DISTRIBUTION & REVENUE

