3D-CGI Sports T.V Series

PLAYMAKERS IN THE FAITH





17:1

ABOUT OUR ORGANIZATION

Playmakers In The Faith is a faith based non-profit organization. The founder, Michael Ray Garvin, is a former NFL player & former professional track athlete. Michael founded this organization in 2015 and changed the name to help reach a worldwide audience in November of 2019. In January of 2020 it expanded to grow into developing a Sports T.V Series in 3D CGI Animation.



ABOUT THE SHOW



"BATTLE FOR SOULS"

Premise

There is a Spiritual Battle of Angels and Demons for the souls of every man and woman. Everyday people are dealing with challenges and the outcome of these challenges are based on the spiritual warfare. These battles are fought in a sports arena in the spiritual realm.

AYMAKER

FAITH

Episode One Summary

Episode one immediately starts off with action as we depict the war in heaven and the fall of satan. JT, a high school senior, is on the fence with his faith. He and his two friends, Jonathan and Damien, decide to skip bible study after school to go smoke at Damien's older brother's house. Damien's brother is a drug dealer and he owes his supplier money. His supplier sends a hit out on him. The hit men go to the house and three people are shot. Three people die, but one comes back to life due to God's mercy and the power of prayer. After this incident two characters make a change & choose to accept Jesus as Lord and Savior of their life.

Episode Synopsis

The episodes will chronicle the natural outcomes of the spiritual battles fought on the Spiritual Playfield. Think Diablo video game with Dragon ball Z and Sports all in one show.

PROBLEM SOLUTION



Problem

Suicide is the second-leading cause of death among people age 15 to 24 in the U.S. Nearly 20% of high school students report serious thoughts of suicide and 9% have made an attempt to take their lives, according to the National Alliance on Mental Illness. Problem 2

The average youth spends about 2,767 hours per year on their cell phone alone. The phone has become more influential than the parent, teacher, coach, and pastor.



Solution

Develop a T.V Series that spreads the Gospel to bring hope to ages 14 and up. We will use Screen Discipleship to reach the youth and young adults worldwide.



Vision For T.V Series

The vision of Playmakers In The Faith is to develop an 8 episode season and afterwards produce a video game for PS5 & XBox gaming consoles. We plan to reach billions of people worldwide.

T.V Series Mission

The mission of Playmakers In The Faith is to bring hope to a lost world. Many youth and young adults are suffering and dying from anxiety, fear, worry, depression, and suicidal thoughts. We hope to help save as many people as possible.



ANGEL STUDIO PILOT TRAILER



Watch Now On Youtube in 4K







PLAYMAKERS VIDEO GAME



The Playmakers In The Faith Video game will be a mixture of Role Playing, Sports Competition, and Fighting. Each player can choose which side they want to play on. Players can also decide later on in the game if they want to change sides. We want the game to resemble real life situations where the gamer has the "freewill" to choose light or darkness, life or death, good or evil. The video game will be realistic just as the television series.

About The Video Game



PLAYMAKER In ///



CHOOSE YOUR SIDE



MEET OUR TEAM



Board Treasurer

Kevin Hobbs (former NFL)



Board Director

Adam Motz



Founder / President

Michael Ray Garvin (former NFL)



Board Director

Esosa Osai

MEET OUR REPRESENTATIVES



Representative

Charlie Ward (former NBA)



Representative

David Tyree (former NFL)



Certified Public Accountant

Kenny Green (CPA,FSA,CRMA)



Representative

Garrick Jones (former NFL)

ORGANIZATION OVERVIEW

Reach

We have reached over 2,000 youth and young adults ranging from ages 14 to 38 with our free mobile app.

Mobile App Downloads 🔅

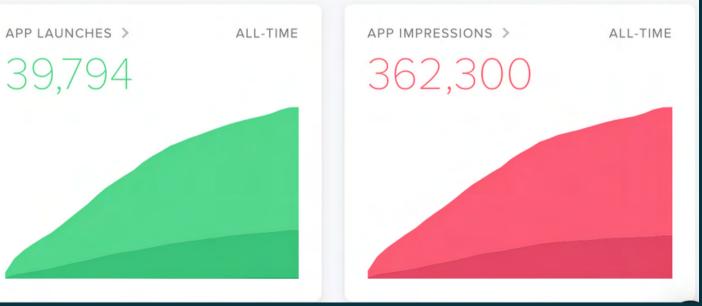
Over 2,600 downloads of the Playmakers In The Faith App. It is currently International.













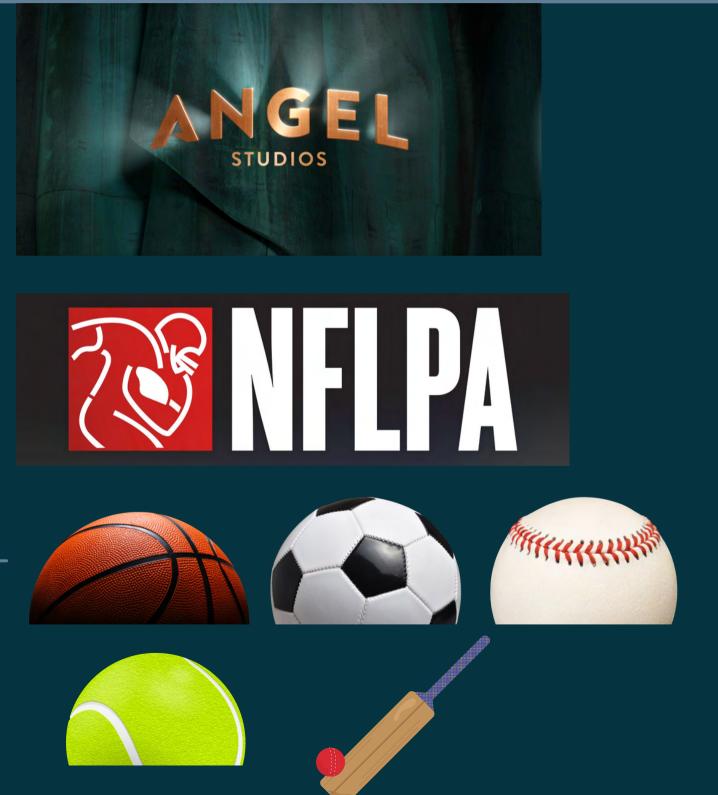
Playmakers In The Faith has signed with Angel Studios and plans to hire current and former professional athletes in various sports.

Angel Studios

We have signed with Angel Studios as our main distributor for the 3D animated series. They have grossed over \$210 million in sales.

NFLPA & Various Sports

We plan to work with the NFLPA to hire current and former NFL players to work on staff and acting roles. We will hire pro athletes in various sports to fulfill other positions. www.PlaymakersInTheFaith.org



MARKETING STRATEGY

By connecting with current and former collegiate and professional athletes we can use social media, sports camps, and events as a way to help spread the word and reach more people.



Board Members & Staff

Our board members and staff will consist mainly of current or former collegiate and professional athletes. We will be creating jobs for current and former athletes by producing a 3D-CGI Animation Sports TV Series.

Athlete Influence



Michael Ray Garvin's marketing manager is Maxx Lepselter of Maxx Sports Management.



Michael Ray Garvin *3D CGI Director and Producer*



ANIMATION PPELINE



PRE-PRODUCTION







CLIENT OUTLINE

Client has a great idea for a 3D animation to help boost their sales and marketing efforts.

Client submits an outline of the idea along with our DreamLight 3D Animation **Ouestionnaire**.

DreamLight provides a project estimate. Client approves estimate and pays first 1/2 of budget.

PRODUCTION









SCENE LAYOUT **3D MODELING**

DreamLight builds 3D models of products, props, characters, etc. Products may be based on Client 3D files.

DreamLight brings 3D models into Lavout where initial scene is set up and animation timeline is roughed out.

DreamLight creates UV texture maps & weight maps to apply surfaces & textures to the 3D models.

POST-PRODUCTION





COMPOSITING

DreamLight composites various render passes from backgrounds to foreground elements in a video compositor. **2D TITLES & SFX** DreamLight creates any titles, callouts, 2D motion graphics and 2D special effects that may be needed in a video effects editor.

VOICEOVER DreamLight has the final approved script recorded. This may be done earlier in the process for character animation & lip sync.

DREAMLIGHT ANIMATION PROCESS



SCRIPTING Scriptwriting begins,

supplied by Client or DreamLight. Script may be subject

to change until voiceover recording

STORYBOARD

DreamLight creates rough storyboard based on Client outline, questionnaire and preliminary script.



CHANGES

Client reviews, changes and approval. Changes available throughout but are most cost-effective during storyboarding



ANIMATICS

DreamLight creates a rough animatic based on storyboard to be used as a blueprint to develop the animation.



DESIGN

designing overall look and feel with a graphics template, character design, etc.



LIGHTING

DreamLight adds lights and HDR global illumination lighting to the scene for preliminary still render proofs.



RIGGING

DreamLight adds rigging including bones, deformations 3D morph maps, constraints, etc. to enable animation.



R&D DreamLight

researches any custom aspects of the project and develops any customized processes that may be needed.

DreamLight creates any 3D special effects needed like liquids, fire, smoke, sparks, particles, physical simulations, etc.



3D SPECIAL FX 3D ANIMATION

DreamLight creates 3D animation based on storyboard using the developed models, scenes, lighting. rigging and SFX.



RENDERING

DreamLight renders the animation. There are typically 24 frames rendered for every second of animation run time.



SOUNDTRACK

DreamLight creates the soundtrack using the voiceover recording, sound effects & stock or custom scored music



VIDEO EDITING

DreamLight color corrects and edits all the animated video shots together with the soundtrack in a video editor.



FINAL PROOF

DreamLight provides an edited proof of the final animation.

Client approves and pays remaining 1/2 balance of the budget.



FILE DELIVERED

DreamLight compresses and releases final completed animation as a video file



CLIENT RESULTS

DreamLight's award-winning 3D animation helps boost sales and marketing efforts for the Client.

Hooray!



DREAMLIGHT.COM

DreamLight begins

OUR TV GOALS





Complete the production development of Episode 1 "Welcome To The Team."



Goal 2

Complete and promote Episode 1 "Welcome To The Team." Reach 100,000 subscribers and above to the Series.



Goal 3

Complete Episode 2 "War For The Block." Begin working on the Playmakers In The Faith "Battle For Souls", Video Game for PS-5 and XBox gaming consoles.

OUR FUNDING GOALS



Goal 1

Studios Pilot Trailer.



Goal 2

Receive \$3.5 million in funding for Episode 1 and have the operating expenses for promotions and production development for Episode 2 "War For The Block."



Goal 3

Receive \$7.5 million in funding to purchase a 10,000-20,000 sq ft building to house a studio in Texas for the Television Series and Video Game productions.

Receive \$500,000 in funding towards the Angel

REVENUE PROJECTIONS

Donations

Donations from 2022 \$24,000 which can also be used towards the television series

Monthly Subscriptions 🔅

Assume 100,000 subscribers at \$7.99 each month totals \$9,588,000 annually.

Subscriptions 96.7%

Episode Sales

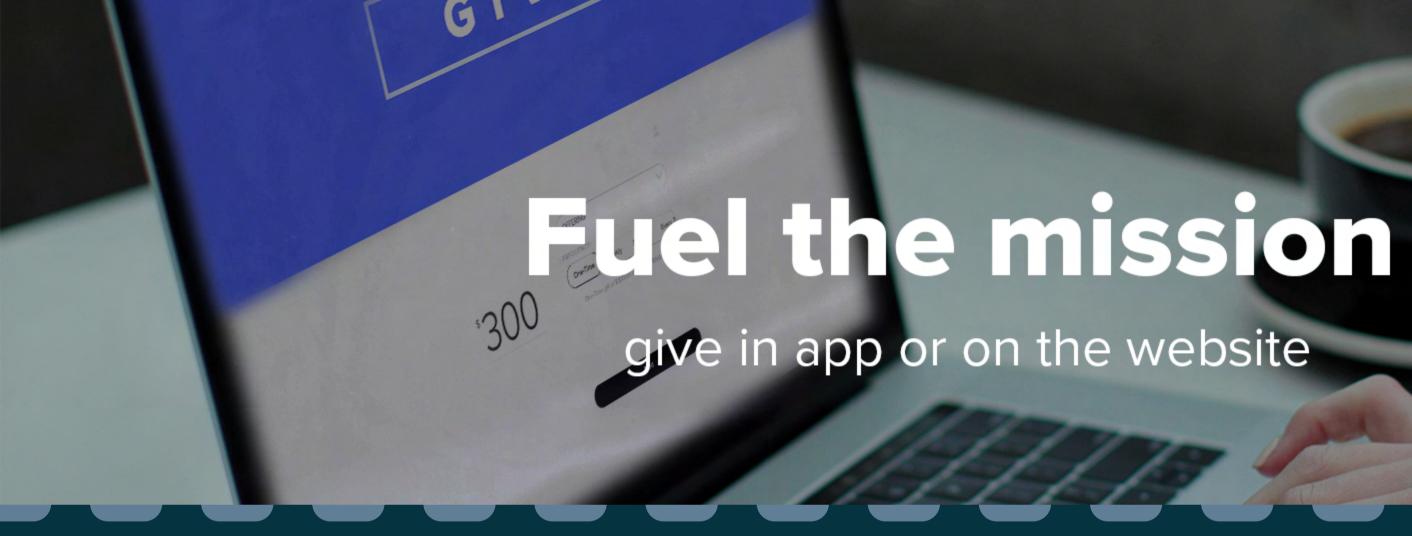
3%

😭 Episode Sales

Episodes are \$15 each. Assume 20,000 sales for the 1st season totals \$300,000 annually.

Conclusion

A majority of our revenue will come from our monthly subscriptions.





To Donate online please visit **www.PlaymakersInTheFaith.org/give**



To Mail a Check: **Playmakers In The Faith** 21040 Highland Knolls Dr Ste 200- #461 Katy, TX 77450

Playmakers In The Faith is a non-profit 501c3 Charitable Organization / Tax ID- 47-4435370



SCAN ME

THANK YOU

Contact Us



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Playmakers In The Faith

