

# Overthinking It

Ever look at someone and wonder: what's going on in *that* guy's head?

In *Overthinking It*, we'll delve into the mind of **Arun**, a broke millennial daydreamer jumping from one dead-end job to the next, and those of the crazy **Los Angelenos** he meets along the way.

We'll listen in on these characters' innermost thoughts—literally the voices in their heads—as they try to make sense of the absurd world around them.

Maybe those strange private things we're all afraid to say out loud are more universal than we think.



## Story Engine & Themes

In each episode, Arun grapples with a dilemma (typically stemming from his financial struggles) both in his head—through voice over narration and stylized visual sequences—and in the real world through live-action situational comedy. The interplay of his internal thoughts and external actions provide opportunities for big laughs and unexpected insights.

Running parallel to Arun's story, we'll see recurring and one-off characters from Arun's life face similar challenges and hear their own inner monologues as well. By exploring how these characters are driven by their neuroses and biases, we'll leave the audience with fresh perspectives on concepts as gargantuan as human evolution, love, and the meaning of life, and as trivial as spicy food, selfies, and facial hair.

*Overthinking It's* unique, episodic story format allows for celebrity guest spots, integrated product placement, and the ability to tackle unconventional stories with style.



## Tone & Visual Style

At its core, *Overthinking It* is a thoughtful comedy with surreal and goofy elements, drawing inspiration from the likes of *High Maintenance*, *Louie*, *Peep Show*, *Waking Life*, and Jack Handey's *Deep Thoughts*. Because so much of the show takes place in the minds of its characters, the visual style is fluid and tailored to whoever takes center stage in a particular scene or sequence.

This gives us license to push the cinematic boundaries of the show with subjective framing and lens choices as well as animation and visual effects. And as we shift focus onto different characters, moments we've seen from Arun's perspective can replay from multiple points of view, letting us layer jokes and fresh insights with each unique iteration. Like *Rashomon*—but, y'know... funny.

There are no stupid questions... Or are there?

