

Creator Statement

A producer-facing selection from EL DuBois's previously prepared creator statement; deeper mythology withheld for first-meeting review.

WHY I CREATED RANSOM

I created RANSOM, TX because I wanted to build the kind of heroic world I rarely saw when I was growing up: a world broad enough for people who felt different, overlooked, complicated or outside the traditional image of a hero to recognize themselves in the people who save it.

RANSOM is supernatural entertainment, but beneath the Warriors, corruption, monsters, Seams and the Divide is a deeply human story. It is about what happens when fear of difference becomes separation; when separation becomes control; and when power, greed and certainty begin convincing people that survival requires someone else to be excluded.

REPRESENTATION THROUGH HEROISM

Representation matters to me most when it is allowed to be heroic without being ornamental.

I want a viewer who rarely saw a hero who felt like them growing up to look at this ensemble and find someone they understand. And I want another viewer to fall in love with a character who does not resemble them at all. That second experience matters just as much. Stories can let us know ourselves, but they can also let us know one another.

WHY THIS STORY CAN LIVE ON SCREEN

That combination is what I want RANSOM to offer: a large, entertaining genre world with something human beating underneath it.

THE CREATIVE NORTH STAR

WHO GETS TO DECIDE WHAT YOU ARE?

The final answer is choice.