



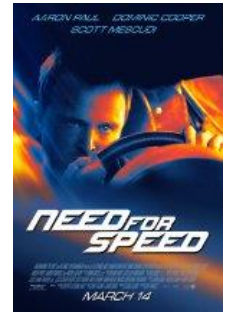
IMTA ALUM AARON PAUL HAS A *NEED FOR SPEED*

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Need for Speed opens nationwide Friday, March 14

“Our director wanted to do a throw-back to the films that kind of started this genre, like *Bullitt* and *Vanishing Point* and *Smokey and the Bandit*. And back then they couldn’t rely on CG, they couldn’t rely on green screen, so everything you see in this movie actually happened.” – Aaron Paul

IMTA alum Aaron Paul (LA97) has been working non-stop since ending his Emmy-winning role as Jesse Pinkman on AMC’s hit “*Breaking Bad*.” He filmed *Hellion* with Juliette Lewis, Josh Wiggins and Deke Garner, playing an emotionally absent father trying to regain custody of his young son. In *A Long Way Down*, he joined Pierce Brosnan, Toni Collette and Imogen Poots as four people who meet on a rooftop on New Year’s Eve and form a surrogate family to help one another weather the difficulties of their lives. In Ridley Scott’s *Exodus*, which is due out later this year, he stars alongside Christian Bale, Ben Kingsley, Sigourney Weaver, Joel Edgerton and John Turturro in the story of Moses leading the Israelite slaves out of Egypt.



Opening Friday, March 14, is DreamWorks’ action drama *Need for Speed*, based on the most successful racing video game franchise in the world, which stars Paul in his first headlining role for a major studio. The story chronicles a near-impossible cross-country race against time—one that begins as a mission for revenge, but proves to be one of redemption. In a last attempt to save his struggling garage, blue-collar mechanic Tobey Marshall (Paul)—who with his team skillfully builds and races muscle cars on the side—reluctantly partners with wealthy, arrogant ex-NASCAR driver Dino Brewster (Dominic Cooper). Just as a major sale to car broker Julia Bonet (Imogen Poots) looks like it will save the business, a disastrous, unsanctioned race results in Dino framing Tobey for manslaughter.

“When I saw *Need for Speed* on my desk, I got to be honest, I was very hesitant to even read it. I had a preconceived notion what I thought it might be,” said Paul. “But the moment I started reading it, I was just pleasantly surprised; there was such a human story there and these characters I just instantly fell in love with and was invested. I could really relate to Tobey; he’s just this passionate, very driven, focused individual who loves all things cars.” Paul added, “He’s kind of down on his luck really and he’s just very driven. And that’s why I wanted to do this film.”



Need for Speed is billed as a film that “captures the thrills of the video game in a real-world setting and is an exciting return to the great car-culture films of the 1960s and ’70s, when authenticity brought a new level of intensity to the action.” “One of my favorite car films definitely has to be *Bullitt* because it’s so raw and real, it’s not over the top, it’s just honest. I love those movies,” said Paul. “Nowadays, audiences are used to being kind of lied to and we just accepted it. That’s why I think [*Need for Speed*] is so exciting to watch because everything you’re seeing in this film—even though it’s crazy, you know, helicopters are carrying cars!—it actually happened, they actually did do these stunts, it’s real.”

