











SIMON SAULNIER

FILMMAKER

Born in 1988 in Paris, Simon directed a first short film, La couleur sang a horror film he produced while working at SFP studios. He is passionate about the cinema of Ridley Scott, Paul Verhoeven, Steven Spielberg, Andreï Tarkovsky... In 2007, he directed his second short film Babylone, in a cyberpunk universe about a totalitarian world. This film will be well received at several festivals around the world. After passing through the clip, he writes and develops feature films... La lisière is his third short film.

Filmography (shorts): La couleur sang (2005) horror 9mn - DV Babylone (2008) science-fiction. 16mm - 35mm La lisière (2014) anticipation. 16mn - Digital

Filmography features : Capture (2015) drama - pre-production.

«Above all, La Lisière is science fiction, a coherent and mystical film that combines opposing universes in a potent and unexpected alchemy. I revisited some of the themes and ingredients from my last sci-fi short "Babylone". This film explores the character of Hawa. She has to prove to herself that she can do what it takes to survive. I was inspired by the saying "Man is a magnifying glass for man," which became the central theme of the story: Hawa is subject to the same rule, but she must be able to see beyond the immensity of the forest.

It's a very human film, raw and organic, set in a universe created from the elements that were on hand, and it reflects a world in perpetual decline. Vacillating between ultra-realistic and spiritual, "La lisière" is a paradoxical vision of the future. It's the sum total of a particular literary and cinematographic background that has always driven me.»

INTERVIEW WITH THE DIRECTOR

What inspired you in the post-apocalyptic genre?

I've always loved science fiction as a genre, the whole idea of creating a new universe from nothing, building the foundations. I often refer back to Barjavel, Orwell, and more recently, Children of Men. That last one is very realistic in terms of its social context, especially in light of current events. I like to play around with reality, modify it, combine it with a wise man from the Orient, to evoke an opulent past. We kept some warning about what's happening around us today. I wanted to put th story in a very realistic sci-fi context, so "La lisière" is set right before "the apocalypse" happens. .

Why did you set it in a forest, and not in a city?

We wanted to show a dying forest in a rapidly mutating world. We asked ourselves a very simple question: What if the forests were disappearing, so they became the symbol of the survival of human race: the last refuge? To lose the forests would be to lose humanity. So we realized we could create a sort of huis clos (attention à l'orthographe de Clos dans la VF!!!) that would be both visually and metaphorically interesting. When you watch the film closely, you see that not only is the forest a character itself, it also has a religious influence on the other characters.

Why did you choose these archetypal characters?

I wanted to tell a story about a family, at the moment when the young daughter seeks to emancipate herself and take her destiny into her own hands.

The father/daughter duo is interesting in a fundamental way: they're the fallen king and the warrior daughter. His daughter is both his most

effective weapon and his most precious possession. He believes he protects her, when in fact, she protects him. There are a lot of paradoxes like that, so the transmission of heritage is a central axis.

The characters evolved during readings with Ouidad Elma and Saïd Amadis. They became even richer, even though they already had elabo rate back-stories. Where they came from was important. We wanted a Hawa's dialogue in Arabic as well.

Where did you film?

We filmed around Saverne, France.

What were conditions like?

We spent a pretty unforgettable week filming. Our main problems were natural light and time. In the forest, everything was harder to prepare. The days were short in October, and the sun started to go down around 3:30, so we had to shoot quickly. The film was completely storyboarded and prepared down to the last detail, which saved and even gained us some time, although timing never interfered with directing.

We also filmed in several decors and locations in the forest. Filming in a forest can be as difficult as filming on the water. The crew really gave it their all, working together in the mud and the cold in good spirits.

How much did you have to transform the forest?

We wanted a forest with very tall, wild pine trees, and we wanted to film in scope. We didn't transform any of it, none of the trees or even the moss, which are protected.

We crossed the Vosges twice during our location scouting. We had a lot of choices, so we just had to pick a spot and decide that would be it. Our mountain guide really helped us out with that.

The killer never seems to have any qualms about killing. Why is that?

Hawa has never known anything but survival and hostility. She developed a sixth sense for defending herself, and uses it as soon as her more direct is threatened. It's "easy" for her to kill, because it's all she knows, like a child soldier. Her only dilemma is whether to stay in the forest, or leave to go encounter the world. Her humanity is straight out

The end hints at a sequel to the story. Does that indicate a desire to keep going with this universe?

Completely. The first time we created this universe, it was for a feature film called "The Last Tree", but I think a television series would work even better with audiences. Not necessarily a sequel to the short film, but a story about the same period, with other characters. We've had lots of ideas with different directions the narrative could take. Our filming configuration was efficient, and could easily be adapted.

TOM GOBART

SCREENWRITER

Born in Montpellier in 1983, Tom began writing at an early age. After studying the Performing Arts, he went to work in the « Background » services at Ankama in 2008, as a Transmedia specialist. He hosted conferences on transmedia at the CNC and CEEA, and has been writing/ developing content for the Krosmoz universe (as well as DOFUS and WAKFU). Hardworking, passionate about mythology, cinema and imaginary worlds, he regularly attends talks by John Truby, Robert McKee and Christopher Vogler. Tom is currently developing several projects in a number of media.

PROJECTS:

Anime «Debil Starz» (2010) selected in Annecy Festival in 2011.

TV cartoon Mikido (2007) France 3.
TV cartoon Wakfu D&ofus.
Comic book: La reine des Popommes (2013).

GRAVITY FILMS

PRODUCERS

Gravity Films is the brainchild of Eric Gendarme, Thomas Lubeau and Rodolphe Stamati, three friends who have been working in the film industry for over fifteen years. Each has a different and atypical background in the business (Location manager, producer, actor, director, director's assistant, casting director, production director...), and each brings their unique experiences into the film productions they develop.

Their love of film pushes them to develop projects that meet the high expectations of the cinematographic art. Gravity Films is currently developing two feature films, one of which is slated for production in 2015.

THIERRY POUGET

DIRECTOR OF PHOTOGRAPHY

FEATURES:

UN PEU, BEAUCOUP, AVEUGLEMENT (2014) / Clovis Cornillac GIBRALTAR (2012) / Julien Leclercq L'ASSAULT (2010) / Julien Leclercq EDEN LOG (2007) / Frank Vestiel VENGO (2000) / Tony Gatlif

SHORT MOVIES:

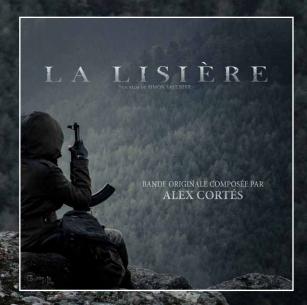
LA LISIÈRE / Simon Saulnier
MON PARADIS... PERDU / Thierry Pouget
BABYBOOM / Thierry Lorenzi
SAD DAY / Marc Maggiori
TRANSIT / Julien Leclercq
NOTRE PERE / Lidia Perki
LES JARDINIERS / Mouse
LE PIED / Olivier Barma
SWIMMING POOL / Hervé Austen

ALEX CORTÉS COMPOSER

ALEX CORTÉS is a composer, arranger and music programmer, member of the band SEPPUKU PARADIGM, known for the original soundtrack to the controversial cult movie MARTYRS and the award winning score to the film RED NIGHTS (Les nuits rouges du bourreau de jade).







ARTISTIC CREDITS

CASTING

CREW

HAWA

OUIDAD ELMA

SELIM

SAÏD AMADIS

HAWA'S MOTHER
SAMIRA SÉDIRA

YOUNG MARAUDER

KELLY TIAN

FATHER MARAUDER

JICEY CARINA

MOTHER MARAUDER
CÉCILIA NGO

DIRECTOR

SIMON SAULNIER

SCREENPLAY

SIMON SAULNIER TOM GOBART

PROUCTION

ÉRIC GENDARME THOMAS LUBEAU RODOLPHE STAMATI

D.O.P

THIERRY POUGET

ORIGINAL SCORE

ALEX CORTÉS

EDITING

VIRGINIE SEGUIN

SET DESIGN

IRENE MARINARI

COSTUMES DESIGNER

AGNÈS BEZIERS

MAKE UP / HAIR STYLE

EMMA FRANCO

PRODUCTION MANAGER

YASMINA NÉHARI

FIRST SSISTANT DIRECTOR

MICKAËL COHEN

SOUND DEPARTMENT

ALEXANDRE ANDRILLON CÉDRIC DENOOZ FRÉDERIC DEVANLAY SÉBASTIEN ARIAUX

VISUAL EFFECTS

MAC GUFF SÉBASTIEN DROUIN

STUNT COORDINATOR

KEFI ABRIKH

TITLE DESIGNER

BRETT & CIE

POSTER DESIGNER

NICOLAS CLIET MARREL

CONTACTS

GRAVITY FILMS
Producers
+33 (0)6 86 93 84 31
contact@gravityfilms.fr

Simon SAULNIER
Director, screenwriter
+33 (0)6 52 83 26 71
contact@simonsaulnier.com

INTERNATIONAL SALES

PREMIUM FILMS
Jean Charles Mille
+33 (0)1 42 77 06 39
jcm@premium-films.com

www.lalisiere-lefilm.com

facebook.com/lalisierelefilm