

Jean BREHAT Rachid BOUCHAREB & Muriel MERLIN present



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*Fabrice*  
**LUCHINI**  
*Juliette*  
**BINOCHÉ**  
*Valeria*  
**BRUNI TEDESCHI**



***Slack Bay***  
a film by *Bruno DUMONT*



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films

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# *Slack Bay*

a film by Bruno **DUMONT**

[www.slackbay.com](http://www.slackbay.com)

122 min - colour - Scope - 5.1 - France / Germany



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## *SYNOPSIS*

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Summer 1910. Several tourists have vanished while relaxing on the beautiful beaches of the Channel Coast. Infamous inspectors Machin and Malfoy soon gather that the epicenter of these mysterious disappearances must be Slack Bay, a unique site where the Slack river and the sea join only at high tide.

There lives a small community of fishermen and other oyster farmers. Among them evolves a curious family, the Brufort, renowned ferrymen of the Slack Bay, lead by the father nicknamed "The Eternal", who rules as best as he can on his prankster bunch of sons, especially the impetuous Ma Loute, aged 18.

Towering high above the bay stands the van Peteghems' mansion. Every summer, this bourgeois family – all degenerate and decadent from inbreeding – stagnates in the villa, not without mingling during their leisure hours of walking, sailing or bathing, with the ordinary local people, Ma Loute and the other Bruforts.

Over the course of five days, as starts a peculiar love story between Ma Loute and the young and mischievous Billie van Peteghem, confusion and mystification will descend on both families, shaking their convictions, foundations and way of life.



## ***DIRECTOR'S NOTE***

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## ***After LI'L QUINQUIN***

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I wanted to make a comedy film, without finding the right note, the right tune. I put this idea on one side for a long time; I made some other films, tackled some other genres. Then Arte asked me to direct a series. I had a free hand to do whatever I wanted, so I decided to embark on a cop comedy, but in my own, somewhat experimental way. I had the intuition that the drama had to drive the humor. So I started with what I knew how to do, what I was familiar with, adding a burlesque, even grotesque dimension. The success of LI'L QUINQUIN gave me confidence, and I wanted to prolong this experience in the cinema, making the most of the narrative and pictorial advantages offered by the big screen. I wanted SLACK BAY to be both cinematographic and deeply funny. I also wanted to move visibly further away from the supposed naturalism that people have always conferred on my work, despite myself.

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## ***Memories of Slack Bay***

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While I was looking for a comic story that could take place on the Opal Coast – the region I know well and where I live – I came across some old postcards, in particular some showing the "Passeurs de la baie de la Slack", those local folk who ferried middle-class people from one bank of the Slack river to the other at the start of the 20th century. That was the starting point of SLACK BAY, what triggered everything: The Bruforts on one side, the Van Peteghems on the other, the love story, and the mysterious disappearances. When I started on the screenplay, I filled in the gaps between these postcards. Unlike LI'L QUINQUIN, which I wrote without knowing if it would be clearly funny, I was now aware of what I was doing, of the comic power of the situations I was thinking up. Comedy supposes a machinery, a mechanism of immediate effectiveness; it is less incantatory and is different to drama, and thus more difficult to create.

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## ***The challenge of a period film***

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The story unfolds in the course of summer 1910. The start of the 20th century marks the emergence of the bourgeoisie, of industry, capitalism, and therefore class struggle. We are dealing with a founding narrative, a primitive film about our age. As spectators today, we know that this world will be turned on its head, that the First World War will break out four years later. For the first time, I had to recreate a landscape that has disappeared. The postcards of Slack Bay from that time helped in this. Since the story quickly goes off the rails, I wanted a setting that embodies this folly. I remembered the Typhonium in Wissant, a house built in a neo-Egyptian style at the end of the 19th century, itself a "folly". I wrote the screenplay with that residence in mind. The owners were reticent about welcoming a film shoot. At first, they refused, but then agreed a year later. We filmed the exteriors at the Typhonium, and the interiors in another house that is just as whimsical, dreamt up by some English people in a Tudor style. The final composition of the sets is thus truly fanciful, but not without being drawn from the real.



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## *Light of the past*

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Filming in digital allows you to go further than 35mm, but the grain of the image doesn't necessarily help for filming the past. Today's spectators have an image of the past – or at least what they think the past looked like – and you have to take that into account so they can believe what they see on the screen. In this case, I wanted to find the colors and warmth in the image which corresponds to the time of the narrative. As a reference, I thought about the Lumière brothers' Autochromes, but at the same time I didn't want to slip into imagery. It was all a question of balance between the present and the past. Digital also brings hyper-definition to the image, instilling a sort of hyperrealism on this picture of a bygone age, a genuine modernity which, to some degree, gives it the feel of a very current story.

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## *The roots of burlesque*

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My primary cinematographic reference point was Max Linder, with his sensibility as a French comic with a bourgeois appearance, a little awkward, which is, after all, contemporary with the action in the film. I also looked at the work of Laurel and Hardy, whose physical comedy I particularly like, the bungling, trips and pratfalls. The duo made up of Inspector Machin and his deputy is on exactly the same lines, in terms of their physique, the little guy and the fat one, their clothing, the black suit and bowler hat, on top of which Machin is always falling over, rolling about, even flying through the air. What's more, all the characters in the film are falling over and tripping up, before bouncing back, or even rising up in the case of Valeria Bruni Tedeschi in the miracle scene. It's throwback filmmaking in the sense that the first films were farces and comedies that often put a comic twist on situations or actions belonging to bourgeois culture.

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## *The deliberate blurring of genres*

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It's a question of embracing all human complexity, the duplicity of people who are capable of doing the best and the worst, and thus make a film that is at once funny, touching, scary, poignant, and suspenseful. The history of cinema is the history of the separation of genres, whereas I want to make people laugh and cry. I love Italian comedy, the great films of Dino Risi and Ettore Scola, like UGLY, DIRTY AND BAD, which succeeds in combining the comic and the tragic, where the very worst inspires laughter, which then acquires a form of nobility. I played the duality card knowing that the coming together of the Bruforts and the Van Peteghems would definitely be explosive. I then bound these opposites with a romantic subplot that I made additionally complex by adding an incongruous dimension. I added an additional layer with the police investigation, which brings suspense and mystery to the narrative. To me, SLACK BAY is nonetheless intended to generate a comic reaction. I was sure that the social aspect would not hold out long to the mounting sense of grotesque.





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## *Beyond niceties*

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Cinema can go beyond the reasonable; it makes the forbidden possible. The Bruforts are man-eaters, preying on the bourgeoisie, and the Van Peteghems are incestuous, linked through interbred, degenerative marriages. Both families are monstrous, each in their own way. As a cineaste, I push these extremes to the limit. The result might have been horrible, unbearable even, but instead it's funny because the comedy is fed by the tragedy. I deliberately magnify the characteristics into the grotesque in search of the cathartic function that cinema used to have, and seems to have somewhat lost since it became pure entertainment. *SLACK BAY* goes beyond social and moral niceties, and transgresses taboos to better serve the comedy and give it a real basis. I wanted to find laughs in serious situations, the shadowy zones that I have previously explored in the dramatic idiom in my previous films. I just had to find the right distance to do it; jubilation is cleansing.

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## *The start of the trouble*

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When I started to write the screenplay, *Ma Loute* fell in love with a girl, but I soon thought that wasn't very original and wasn't interesting. I've always made movies to explore what I didn't know, so I chose to set up what I'd call a romantic mystification to pose the question of gender, and to bring an extremely contemporary and ambiguous note to a period film. It's not a homosexual love story either. *Ma Loute* has no doubt about the identity of Billie, whom he genuinely thinks is a girl. The trouble arises from the androgyny, this body which contains opposites. What's more, Billie is continually changing; at times a girl, at times a boy. Film is the ideal place to embody this blurring without applying a moral judgment. When *Ma Loute* finds out the truth, he hits Billie, but it's not an act aimed against a person of his sex – rather against the person who mystified him. *Ma Loute* remains disturbed by Billie up until the end and he acts in consequence. The desire is still there, the blurring is deliberate.

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## *Musical romanticism*

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Music has a capacity to astound that cinema does not. Here, it underscores the romantic dimension of the film because it mainly comes in during the scenes of the relationship between *Ma Loute* and Billie and transforms it into an extraordinary amorous adventure. I wanted something unusual. I came across a Belgian composer from the end of the 19th century, Guillaume Lekeu (1870-1894), whose scores express the nostalgia of great, very powerful, very orchestral music that evokes Wagner or Mahler, and also heralded a certain modernity. That corresponded to what I was looking for in *SLACK BAY*: A grandiose and immediate emotion. I have made a lot of films for which the emotion comes after watching them. I used little or no music. Today, I can elicit more of an immediate pleasure in the spectator directly in the theater; in any case, I hope I achieve this. Moreover, *SLACK BAY* seems to be my most accessible film for the audience. It's a sort of clarification of the previous films. That's nothing to do with the music. In fact, the whole soundtrack has a kind of outrageous expressionism that underpins the images. I've never used sound effects so much in a film.





## — *Embodying excessiveness* —

The whole film should give the impression of excessiveness and fantasy. The Typhonium embodies this very well, as do the costumes and the props. Everything is from the period, but we added some absurd elements. Once again, it was a matter of bringing out the burlesque from the real. For example, it was the costume which made Fabrice Luchini decide to do the film. He's hunched, twisted in the true meaning of the word. The same goes for Didier Desprès, who plays Inspector Machin. He is entangled in his costume, which is funny. Valeria Bruni Tedeschi was, on the contrary, very corseted so she would have that very stiff posture which makes the miracle scene even more powerful. In that moment, she seems to be touched by grace – because even the bourgeoisie can have their moment of grace!

## — *Some very special effects* —

The temporal reality of a period film requires erasing a lot of things nowadays: Planes in the sky, boats in the sea, etc. The dunes were perhaps the only location which corresponds today to how they looked in 1910. I've sometimes used special effects in my previous films, but nothing compared to SLACK BAY. That said, the fragmentation of the work involved in special effects suits me perfectly. It allows me to concentrate on the directing during the shoot, because I know the backdrop is only provisional and it will change in post-production. Since the real was no longer my source of inspiration, I felt very free. In fact, the complexity of such a big production as SLACK BAY doesn't scare me, quite the opposite. It was my calmest shoot.

## — *Professional and non-professional actors* —

I don't view professional and non-professional actors as opposites, I'm not interested in the question of their status. All actors compose their characters, each in their own way. When I chose Emmanuel Schotté to play the police lieutenant in HUMANITY, he wasn't a cop in real life, so he's playing a role. It's not a documentary. I work the same way with all actors, but certain roles require some more complicated fine-tuning and need actors who can go further in terms of nuance or extravagance. In this instance, I needed virtuosos in composition to bring life to the members of the Van Peteghem family. They are very manufactured characters, so "professional" actors make a natural fit. My approach was the same from the start, and it was entirely normal to bring in Fabrice Luchini on a film like SLACK BAY for the character of André Van Peteghem. I already did the same thing with CAMILLE CLAUDEL 1915: I was telling the story of a woman artist, so I went and found another artist, Juliette Binoche, for this role.







### *The van Peteghem trio*

Fabrice Luchini was the first actor I had in mind for the role of André Van Peteghem. I wanted to meet him early on to be sure he would accept the physical transformation necessary for the character. I told him I wasn't remotely interested in the movies he made; what I was interested in was his qualities as an actor. His craft consists of composing something other than what he is in real life, so I proposed that he become another. He had to be made up and altered physically. I didn't want the spectator to be able to recognize him at first glance. He also changed his way of speaking, he put on an accent. I used the same approach for Juliette Binoche and Valeria Bruni Tedeschi. They are acrobats. It was fascinating to have them compose eccentric characters and see them confront their fears. After *CAMILLE CLAUDEL 1915* I knew that Juliette Binoche could do anything; I could have asked her to play Paul Claudel and she would have managed to be convincing. So I naturally thought of her for the role of Aude Van Peteghem. We took the time to find the right tone between snobbery and exuberance. I had a very precise model in mind, a French tragedian from the 1950s who was incredibly inverted, wrapped up in herself, and thus very funny. Juliette took her composition process a long way. Valeria Bruni Tedeschi had a more buttoned-down character, which is not necessarily in her nature, even if I could see her perfectly in this role. So I had to neutralize her, even rein her in – which she totally understood and accepted.

### *In search of Ma Loute and Billie*

They are two young people from the North, who I found in that region. Brandon Lavieville, who plays Ma Loute, quickly made the role his own. I'd already hired his father to play the head of the Brufort family. I really liked his face. I had him do some screen tests to make sure he wasn't afraid of the camera, that he had the necessary verve, and that he could act. Billie was harder to find. I looked in Paris, and in the North. It's obviously a complicated character due to his nature. I met transsexuals, genuine androgynous people, boy and girls, LGBT associations, etc. I traveled a lot and went down a classic path, which took seven or eight months until I met Raph. This was the right person, at the same time very masculine and very sensitive, who was 16 at this time of the shoot, and who bore all the ambiguity required for the film.



## ***BRUNO DUMONT - BIOGRAPHY***

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Bruno Dumont was born in 1958 in France, in the Nord region, in Bailleul (" beautiful " in Flemish). It was in the small town of Flanders, between Lille and Dunkirk, that he shot his first two films : THE LIFE OF JESUS (1997) and HUMANITY (1999). Both were honored at Cannes (Special Mention Caméra d'or for the former, and Grand Jury Prize, Best Actor and Best Actress for the latter), immediately establishing Bruno Dumont as a rare talent in the contemporary French scene.

Cinema is for him another and perhaps funnier way to do philosophy, which he pondered for a long time in university. After researching History of Religions, he studied Aesthetics in Cinema, the background of his thesis: " Philosophy and Aesthetic of Underground Cinema ". He taught philosophy in high school, mostly in Hazebrouck, while learning his way about directing by creating commissioned films.

" I've shot sweets, tractors, solicitors, ham, bricks, coal... I've learned filmmaking sideways, without making films! ". Now having mastered camera skills and visual grammar, Bruno Dumont abandoned tools and machines to explore the essence of the human soul, what motivates it and what makes its condition tragic. The director sheds a secular light on sacred question: he films bodies, experiences and nature in a raw way while never intellectualizing or explaining.



## **BRUNO DUMONT - FILMOGRAPHY**

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- 2014** **LIL' QUINQUIN (Mini TV series)**  
Cannes Film Festival - Directors' Fortnight  
New York International Film Festival  
Crystal Globes Award – Nominated Best Television Film or Television Series
- 2013** **CAMILLE CLAUDEL 1915**  
Berlin International Film Festival – Competition
- 2011** **OUTSIDE SATAN**  
Cannes Film Festival – Jury Prize  
Toronto International Film Festival – Masters
- 2009** **HADEWIJCH**  
Toronto International Film Festival – International Critics' Award  
San Sebastian Film Festival – Competition
- 2006** **FLANDERS**  
Cannes Film Festival – Grand Prix  
Lumiere Awards – Nominated, Best Director  
Louis Delluc Award – Nominated, Best Film
- 2003** **TWENTYNINE PALMS**  
Venice Film Festival – Competition
- 1999** **HUMANITY**  
Cannes Film Festival – Grand Prix, Best Actor, Best Actress  
European Film Awards – Nominated, Best Cinematography
- 1997** **THE LIFE OF JESUS**  
Cannes Film Festival - Special Mention - Caméra d'Or  
Chicago IFF – FIRPESCI Prize  
London Film Festival – Best Film  
European Film Award – European Discovery of the Year  
César Awards – Nominated, Best First Film



## CAST

André Van Peteghem  
Aude Van Peteghem  
Isabelle Van Peteghem  
Christian Van Peteghem  
Ma Loute Brufort  
Billie Van Peteghem  
Alfred Machin  
Malfoy  
Nadège  
The Eternal (Brufort Father)  
Gaby Van Peteghem  
Blanche Van Peteghem  
The Brufort Mother

Fabrice LUCHINI  
Juliette BINOCHÉ  
Valeria BRUNI TEDESCHI  
Jean-Luc VINCENT  
Brandon LAVIEVILLE  
RAPH  
Didier DESPRÉS  
Cyril RIGAUX  
Laura DUPRÉ  
Thierry LAVIEVILLE  
Lauréna THELLIER  
Manon ROYÈRE  
Caroline CARBONNIER

## CREW

Screenplay, dialogues, direction  
Producers  
Co-producers  
Line producers  
Post production supervisor  
Director of photography  
Script supervisor  
Editing  
Sound  
Sound mixer  
Sound editing  
Costume supervisor  
Art designer  
Make-up  
Hair stylist  
Casting  
1<sup>st</sup> Assistants Director  
Location manager  
Stills photographer

Bruno DUMONT  
Jean BRÉHAT  
Rachid BOUCHAREB  
Muriel MERLIN  
Thanassis KARATHANOS  
Geneviève LEMAL  
Muriel MERLIN  
Cédric ETTOUATI  
Cédric ETTOUATI  
Guillaume DEFFONTAINES  
Virginie BARBAY  
Bruno DUMONT  
Basile BELKHIRI  
Phillipe LECOEUR  
Emmanuel CROSET  
Romain OZANNE  
Alexandra CHARLES  
Riton DUPIRE-CLÉMENT - ADC  
Michèle CONSTANTINIDES  
Jana SCHULZE  
Mathieu GUERAÇAGUE  
Clément MORELLE  
Catherine CHARRIER  
Marie LEVENT  
Aurélia HOLLART  
Julien BOULEY  
Roger ARPAJOU



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 In coproduction with TWENTY TWENTY VISION FILMPRODUKTION  
 & PALLAS FILM  
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Thanks to the Department of Pas-de-Calais for the interiors of the Cultural center of the Entente Cordiale - Château d'Hardelot-castle of Hardelot. Thanks to all the public and private lenders in particular the Mobilier National, the Musée du Louvre, the Museum of the Army, the Museum of Boulogne-sur-Mer, the Museum of Hotel Sandelin in Saint-Omer, the Museum of the Ceramic of Desvres, and Mister Sébastien Hoyer.







## ***JOURS DE TOURNAGE: SLACK BAY***

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### **A 360° experience**

ARTE launches « Jours de tournage », a new documentary collection in virtual reality which explores the universe of ARTE France Cinema co-productions movie sets.

SLACK BAY is the first feature film to offer this 360 ° experience in France . With a device covering the whole movie set (12 cameras and 10 sound sources) , the viewer can follow the exchange between Bruno Dumont, his actors and his team, enjoying a privileged and entirely new position between the camera and the actors.

An immersive video documentary 360 consists of 8 sequences of shooting scenes (from 50 seconds to 6 minutes, or 17 minutes in total) and a 10-minute interview in which Bruno Dumont comments images and delivers its shooting intentions.

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