

Rest in La Paz Taiwan / Bolivia Taipei PAS Workshop 2016

Category : Fiction film Length : 100' Language : Chinese/English/Spanish/Taiwanese Shooting format : HD 4K Shooting location : Taiwan/Bolivia Shooting dates : february 2018 Expected date of completion : february 2019 Stage of production : Development stage

Budget : 796 000 € Financing in place : 0 € Workshops and platforms attended : Current situation : Seeking for international, sales agent

Estela VALDIVIESO CHEN – PRODUCER



Estela Valdivieso Chen, also known as Chen Szu Ting, born in 1985. As a person of both Bolivian and Taiwanese heritage, Estela was raised in Chinese-English bilingual environment. This has hespled her adapt to, and work well with international film productions. She graduated with BA from Radio-TV-Film dept., Shih Hsin University, and strats her path in film industry ever since. She has contributed to several films. She works as a line producer for Taiwan local film, TV, commercial and foreign film production in the past years, and to forward continuing her work on projects around the world. She founded Serendipity Film to develop and produce innovative film productions.

SYNOPSIS

« A man without a country, named Andres, has died. The afterworld is interesting, but complicated. It retains some of the living world's quirks and prejudices, its systems and its flaws.

Andres observes and pokes fun at this strange new place, but he wants to return to his homeland, the afterworld version of it. He doesn't know where he belongs in the afterworld and needs to discover his role in the universe. He meets a touring metal band. He doesn't have any other idea how to travel home, so he joints the band as their new guitarist. They embark on a wild journey through the afterworld nations, back to his roots, witnessing this strange afterworld and learning how to be dead along the way. »

CONTACTS :

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John HSU – DIRECTOR



Born in Taipei, 1981, John Hsu graduated with MFA from Radio-TV-Film dept., Shih Hsin University. Always interested in digital culture, video games and comedy or sci-fi Genre, he won the « Best Director Award » at Golden Bell Award 2005, the biggest televison award in Taiwan, with his TV movie debut « Real Online ». John was a member of Berlinal Talent Campus 2007 and also a Shopesteward (programmer) of INPUT 2009.

Also one of the founded of AKF PL@YERS, the biggest machinima production group in Taiwan.

DIRECTOR'S STATEMENT (extracts)

« It's been a long time since Taiwan has made a Fantasy film. Due to the Chinese market and box office concerns, Taiwan Fantasy films are always attached to other mainstream Genres, like a ghost film or a love comedy. To make a real Fantasy film has always been a dream of mine, which I look forward to pursuing. With the experience of making some fictional shorts and having the concept of a fantasy or sci-fi film, I realized that a Fantasy film shouldn't require a large budget. It's more important to create a story-driven project, with reasonable production value. We should be able to make a sophisticated tale. There are lots of films with the background being in the afterlife, but not with the structure of a journey. It starts from a characterdriven angle. Through the eyes of the dead, we want to talk about recognition, relegation and the most universal concept of home. If there isn't heaven or hell waiting for us in the afterlife, but an alternative universe, how shall we redefine our nationality and identity? Where can we call home? Some people think that death is the end of all suffering and problems, but what it your existence continues in the afterworld, earthly problems and all? We want to create a world and start with a person who has died in a foreign country. He has to search the environment for a route that does not exist. Through this difficult journey, discover the answer to a question he doesn't know in his living form. The famous comic book creator, Fujiko Fujio, believes that science fiction is not just fantasy from all over the place. It can be created with tiny universes that slightly alter the perception of our current reality. For this style of this film, we don't want to build a massive visual effect, but use subtle and realistic depictions of what an afterworld might like, distilled through the eyes of a person who has recently been thrust into it. »