

# AD BELLUM

a science fiction film in development  
by Lovisa Inserra & Emma K Dixgård





# AD BELLUM

GENRE: Science Fiction

EST. RT: 120min

STATUS: In development.

AD BELLUM is a Science Fiction film, set on a far away planet called LEXRA. SID and MIVA, daughters to the dying king, become rivals in a battle to overtake the throne. Fights are fought in mid air, in aerial combat, as well as with Kendo-like stick tournaments. The story takes on mythical proportions of right and wrong, love vs. cause and ultimately life vs. death. Great heroism demands great sacrifice but who is willing to pay the ultimate price?

# STORY

SID and MIVA are sisters and best friends. They live on a planet called LEXRA, where their father, the goodhearted ruler of 20 years, EFOR is dying. The battle for his succession turns to war as BITO, the military commander, revolts and claims the throne. SID is determined to reclaim their rightful command but her sister MIVA leaves her to join the people's revolution. The two of them experience the civil war from opposite sides of the conflict, but both find it hard to let go of the power they inherited.

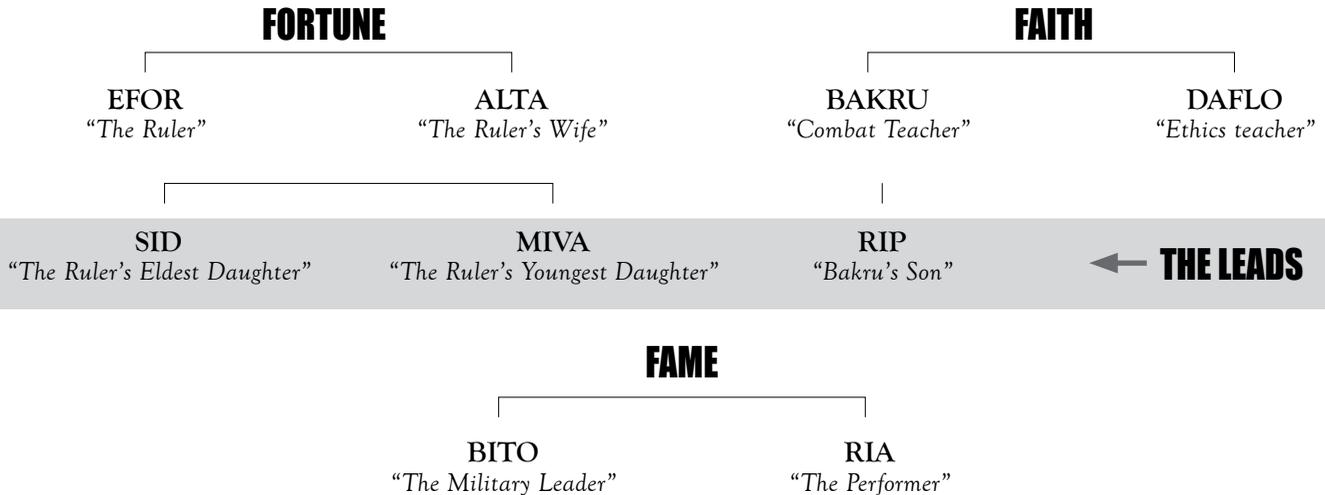
AD BELLUM is a film that shows a world in flux. A world where violence breeds where democracy fails. It is at its core a tale about friendship and power where both heroes and villains are corruptible.

The battles are fought through dog-fights (air-to-air combat) and Kendo tournaments (stick fights). The tournaments end with the winner being executed. These battles frame a search for answers that permeate the story; Is inequality at the core of all conflict? When people have nothing left to lose is their only advantage the ultimate sacrifice - life?



# CHARACTERS

MIVA is our lead and SID and RIP are our seconds. They are in their late teens and have deep convictions of right and wrong. They are a generation ready to fight the status quo. All three of them have different ways about it though. They will have to collaborate to bring peace to the planet.

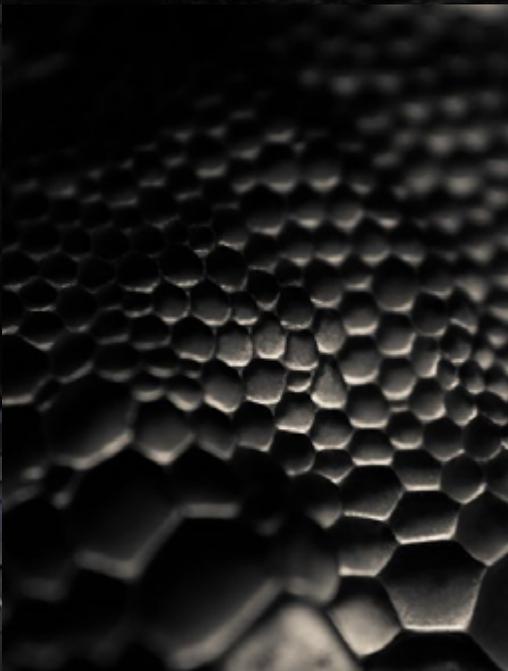


# COSTUMES

There are three types of uniforms worn that clearly state what part of society the character belongs to.



**THE RULERS**



**THE MILITARY**



**THE PEOPLE**

# LOOK

LEXRA is populated by a human species. Their DNA encompass all earthly ethnicities and they come in all shapes and sizes. They share similar coloring though with black hair, yellow eyes and olive skin.



# CONTENDERS

After EFOR dies, the military commander BITO claims the throne and the planet erupts in a violent civil war. Several leaders raise private armies to fight for power. Violence cripples society and people support whomever they think can protect them with no concern for anything but survival. In the end the people's votes are split four ways; The autochraic strong man Bito, The populist charmer Ria, The conservative heir to the throne Sid, and the rebel from the people Rip.

## THE MAIN CONTENDERS

**BITO**  
*"The Military Leader"*

**RIA**  
*"The Idol"*

## THE UNDERDOGS

**SID**  
*"The Ruler's Eldest Daughter"*

**RIP**  
*"Bakru's Son"*



# DOG FIGHTS

*“Air to Air Combat”*

The idea for **AD BELLUM** came from a love of flying and the cinematic thrill that aerial photography can bring.

On our fictional planet **LEXRA**, the battles are fought in the sky. The real heroes of the war are pilots and in these battles they fight much like they did in WWI in dog-fights where the pilots fly bumper to bumper (wing to wing).

We will have three main fleets:

High tech military vehicles with hover capabilities.

A junk fleet built by the people’s army, that include bi-planes (better suited for doing tricks), and small scrap metal iron birds.

Spy planes (a stealth fleet run by the military).



## KENDO

*“Stick fights”*

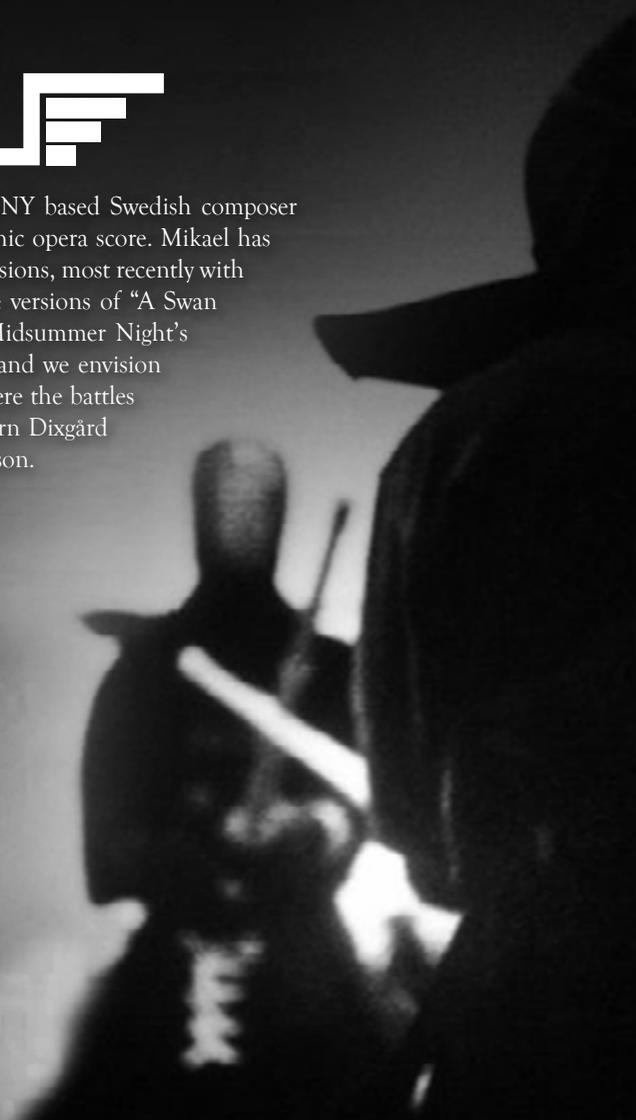
Kendo is a sport, almost like a dance, where you fight with bamboo sticks. It was created by the Samurais to practice fencing with non-lethal weapons. In AD BELLUM there are yearly tournaments where the bravest heroes are selected to fight.

The duels show skill but they are also fought with valor and honor in mind. The fights are not in themselves lethal but the final champion is executed. It brings to question how much the fighter believes in what he or she fights for.



# SOUND

The film will be carried by a score composed by NY based Swedish composer Mikael Karlsson ([mikaelk.com](http://mikaelk.com)). It will be an electronic opera score. Mikael has already taken both opera and ballet music to new dimensions, most recently with his work with director Alexander Ekman in their unique versions of “A Swan Lake” (where the whole stage was filled with water) and “Midsummer Night’s Dream”. The fight scenes will be choreographed to the music and we envision them much like some of the more elaborate martial arts films where the battles flow like dance performances. The title track will be written by Björn Dixgård from Mando Diao ([mandodiao.com](http://mandodiao.com)) in collaboration with Mikael Karlsson.





## LOCATIONS

AD BELLUM will largely be shot in a studio. We will use old school matte paintings for some of the larger sets and combine retro techniques with CGI to create a unique dystopian look.

Our exteriors are vast and cinematic and we would like to film on Iceland or mainland China.





# EXTERIORS





# ARCHITECTURE

*Studio and matte paintings*





## PLATFORMS

*“Multi-disciplinary”*

With Ad Bellum we have found a project that can produce offspring in several art forms. We hope to produce an online flight simulation game as well as a retro Donkey Kong style Kendo game. We also want to create a staged opera version of the film. With Ad Bellum spread over multiple platforms we hope to attract a wide audience and use the various projects for cross promotion.

# CONTACT

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