



SOMNIA

Waking up doesn't always mean opening your eyes

(Registered as: "Despertar no siempre significa abrir los ojos")

Created by Verónica Isabel Serna Blanco

Feature Film — Emotional Fantasy

Adaptable as Limited Series

Paris, France

LOGLINE

During an eclipse, a teenage girl is pulled through a mirror and awakens in Somnia, a living city made of dreams, memories, and fears. To return home, she must confront the emotional truth she has always avoided.

SHORT SYNOPSIS

Lía, a 14-year-old girl struggling with a fragmented sense of self, is pulled into Somnia, a surreal world shaped by emotions. Guided by Nilo, a boy marked by grief, she must navigate landscapes that reflect her fears, memories, and unspoken truths. As Somnia reacts to what she feels rather than what she says, Lía is forced to confront the emotional wound she has avoided all her life.

LONG SYNOPSIS

During a rare eclipse, fourteen-year-old Lía feels increasingly disconnected from herself and from the world around her. Moments before the sky darkens, she sees a strange shimmer inside the mirror in her room—something moving on the other side. When she reaches toward it, the glass turns liquid and pulls her through.

Lía awakens in Somnia, a surreal city made of dreams, memories, and fears. Its streets shift according to emotion, its buildings breathe, and its light behaves like water. Nothing in Somnia is stable except one rule: the world reacts to what you feel, not what you say.

Lost and overwhelmed, Lía meets Nilo, a quiet boy marked by grief who has learned to survive in Somnia's unpredictable logic. He becomes her guide through landscapes that mirror her inner world: a bridge made of fragile crystal that cracks with doubt, a plaza filled with faceless figures who whisper forgotten truths, and a tower where memories echo like living shadows.

As they travel deeper, Lía begins to understand that Somnia is not a dream but a reflection of everything she has avoided confronting. The city reveals fragments of her past, fears she never named, and emotions she buried to protect herself. Each step forward forces her to face a part of her identity she has long tried to escape.

But Somnia is unstable. The more Lía resists her truth, the more the world fractures around her. To return home, she must confront the emotional wound at the core of her journey—one that connects her to Nilo in ways she never expected.

In the end, Lía discovers that awakening is not about opening your eyes, but about seeing yourself clearly for the first time.

VISUAL UNIVERSE

Somnia is a world where emotion becomes architecture. Every space reacts to what the characters feel, creating a landscape that is constantly shifting between beauty and danger. Light behaves like a liquid, colors intensify with emotion, and shadows move with a will of their own. Nothing is static; everything breathes.

The city blends impossible structures—floating staircases, bending towers, bridges made of fragile crystal—with organic elements like glowing plants, whispering fog, and reflections that reveal more than they mirror. The environment is symbolic rather than literal, designed to externalize the inner world of the characters.

Somnia's aesthetic moves between lucid dream and emotional fantasy. Its visual identity is defined by deep blues, violets, and golds; by textures that feel both magical and unsettling; and by spaces that shift according to fear, memory, or truth. The world is not meant to be understood logically, but emotionally.

This universe is built to reflect Lía's journey: fragmented, luminous, fragile, and transformative. Every location she encounters is a metaphor for a part of herself she has not yet faced.

tone & references

Somnia blends emotional fantasy with psychological mystery, creating a world where symbolism and emotion guide the narrative more than logic. The tone is intimate, dreamlike, and visually expressive, shifting between wonder and unease as Lía confronts the parts of herself she has long avoided. The story balances magical imagery with emotional depth, focusing on inner transformation rather than external spectacle.

The project draws inspiration from works that explore surreal worlds, emotional journeys, and symbolic storytelling. Its closest tonal and thematic references include:

Alice in Wonderland — for its surreal logic and transformative journey.

Coraline — for its dark fantasy atmosphere and emotional symbolism.

The OA — for its blend of mystery, emotion, and metaphysical exploration.

His Dark Materials — for its coming-of-age depth and parallel-world structure.

Inside Out — for its emotional metaphor and internal landscape made visible.

Somnia positions itself within the tradition of visually rich, emotionally driven fantasy, where the world is not just a setting but a reflection of the characters' inner lives.

CHARACTERS

Lía — 14

Lía is a quiet, introspective girl struggling with a fragmented sense of identity. She hides her emotions behind silence and self-control, afraid of confronting the truth she carries inside. In Somnia, her inner world becomes external: every fear, memory, and unspoken feeling takes shape around her. Her journey is not about defeating an enemy, but about recognizing herself.

Nilo — 15

Nilo is a boy marked by grief, carrying the weight of a loss he has never fully processed. He knows how to navigate Somnia's emotional logic, but he is trapped by his own guilt. His connection with Lía is both a guide and a mirror: he helps her move forward, while she forces him to face what he has avoided. Nilo represents the possibility of healing through honesty.

The Faceless Ones

The Faceless Ones are not monsters but warnings. They appear when identity is lost or suppressed, reflecting the parts of oneself that have been silenced. They move in groups, whispering forgotten truths and echoing emotions that characters refuse to acknowledge. They are the embodiment of disconnection, fear, and the danger of forgetting who you are.

RULES OF THE WORLD

Somnia is governed by emotional logic rather than physical laws. Its rules are not meant to restrict the characters, but to reveal the truth they try to hide. These rules act as warnings, metaphors, and emotional thresholds that shape the journey.

1. Don't forget your name.

Identity is the only anchor in Somnia. Losing your name means losing yourself.

2. Don't drink from singing fountains.

Some memories are beautiful but dangerous. Not everything that calls to you should be followed.

3. Don't open doors you didn't knock on.

Somnia reveals what you are ready to face. Forcing a truth too soon can fracture the world.

4. Somnia reacts to what you feel, not what you say.

Words have no power here unless they match your emotions. Honesty is survival.

5. Nothing swallowed by Somnia returns the same.

Everything transformed by emotion changes forever—objects, memories, and people.

These rules are not obstacles but reflections of Lía's internal struggle. Each one represents a step toward understanding the emotional truth she has avoided.

NARRATIVE STRUCTURE

Act I — The Fall

Lía feels increasingly disconnected from herself as a rare eclipse approaches. A strange movement inside her mirror pulls her into Somnia, a world shaped by emotion rather than logic. Lost and overwhelmed, she meets Nilo, who becomes her reluctant guide. Together they begin navigating a city that reacts to fear, memory, and truth.

Act II — The Emotional Labyrinth

Somnia reveals fragments of Lía's inner world through shifting landscapes and symbolic encounters. The Faceless Ones appear whenever she suppresses her identity, and memories echo through living shadows. As Lía and Nilo grow closer, both are forced to confront the emotional wounds they have avoided. The world becomes increasingly unstable as Lía resists facing her truth.

Act III — The Awakening

The journey leads them to the Tower of Echoes, where Lía must face the core of her fragmented identity. Somnia begins to collapse under the weight of her denial, pushing her toward a choice: continue hiding or finally confront the truth she has buried. Her awakening becomes an emotional transformation, revealing that returning home requires seeing herself clearly for the first time.

THEMES

Identity

Somnia externalizes the struggle of defining who you are when your sense of self feels fragmented. Lía's journey reflects the fear of losing identity and the courage required to reclaim it.

Grief

Both Lía and Nilo carry emotional wounds shaped by loss. Their experiences show how grief transforms the world around you, and how healing begins when you stop running from what hurts.

Emotional Truth

Somnia reacts to feelings, not words. The world forces characters to confront what they truly feel rather than what they pretend to feel. Honesty becomes the only path forward.

Memory

Memories in Somnia are alive, shifting, and sometimes dangerous. They reveal how the past shapes the present, and how facing forgotten moments can unlock transformation.

Transformation

The story is ultimately about awakening—about seeing yourself clearly for the first time. Every challenge in Somnia pushes Lía toward emotional growth and inner change.

PROJECT STATUS

Somnia is currently in advanced development. The screenplay is completed, and the visual universe, characters, and narrative structure are fully defined. A professional pitch deck, one-page summary, and visual materials have been created to support the project's presentation in festivals, labs, and industry markets.

The project is now seeking partnerships to move into the next stage of development. This includes co-production opportunities, development labs, financing programs, and industry platforms interested in emotional fantasy, coming-of-age stories, and visually driven narratives.

Somnia is ready for professional evaluation and open to collaboration with producers, studios, and institutions looking to support a distinctive, emotionally resonant fantasy film.

ABOUT THE AUTHOR

Verónica Isabel Serna Blanco is a Colombian creator and visual storyteller who has lived in France since 2023. She is currently a 3rd-grade student preparing to enter the lycée, where she continues to develop her artistic and academic interests. After moving to France, she learned the French language quickly and naturally, expanding her ability to express herself across cultures.

She loves writing and drawing, and her creative work often blends emotional depth with imaginative worlds. Her dream is to become a great writer, inspired by authors who shaped her childhood, including J.K. Rowling, the creator of Harry Potter. Verónica's stories explore identity, emotion, and transformation through symbolic and visually rich narratives.

She is the creator and architect of Somnia, overseeing its worldbuilding, narrative development, and artistic direction. Her work combines cinematic emotion with surreal, dreamlike imagery, building stories where inner life becomes a visual experience. She is currently developing Somnia as a feature film and exploring its potential as a limited series for international co-production.

CONTACT

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