



Unicity is a film in Vlog format, filmed by the protagonists, halfway between thriller, horror and anticipation. Many films have used this format called "found footage": Cloverfield, Rec, Paranormal activity, Area 51 or the Blair Witch project to name a few. The main goal is to entertain but also to make the audience aware of the different problems that man will face over the next twenty years.

Indeed, the film takes place in 2030, the topics addressed are:

- The unexplained decrease of sleep time as well as sleep paralysis.
- Permafrost melting
- The regulation of artificial intelligence
- The place of esoteric writings in a constantly changing world.

I have tried to take some of the material presented and documented in the film from real sources. Apart from paraphrasing some symbols and verses to make them more "occult": books, paintings, biblical verses, symbols, as well as certain scientific and historical facts do exist.

However, the story remains a fiction created to entertain: the narrative of the film, the Vatican's research, the rise of sectarian groups linked to sleep, the pandemic as well as the connection between the melting of permafrost and the decline in sleep time are fictitious.

Sleep, insomnia and sleep paralysis are the main themes of the film. These subjects are relatively little covered, while the possibilities offered, both esoterically, scientifically and historically, are great.

The Vlog / Found Footage format is a format that I particularly appreciate. The protagonists sometimes speak to the audience: They then share their joys, fears and discoveries throughout the film.

A link is created with the viewer allowing a certain immersion. The editing via cuts, cropping and adding music improves the pacing. Image stabilization limits the phenomenon of "motion sickness" sometimes associated with found footage. Overall, these subjects, my strong attraction for writing, anticipation, and the format of the found footage / Vlog pushed me to create this story, which I hope will achieve the three objectives : entertain, raise audience awareness, and for my part, enjoying the creation process.

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