

WICCA

JEZABEL

Unfulfilled justice
Inevitable revenge

TECHNICAL DATA

15:47 MINUTES - SPANISH - SUSPENSE

DIRECTOR
ALAN GODINA

PRODUCERS
SAMANTHA SÁENZ ALAN GODINA

FORMAT
DIGITAL | 4K | 23.976FPS | COLOR | 2.35:1

BUDGET
\$55,000.00 MX

FILMING
MEXICO | 2024

SUBTITLES
ENGLISH CC



LOGLINE

Killing the Witch is just the beginning. Her heart will be the price.



SHORT SINOPSIS

What would you do for the truth? A young girl challenges the Witch of the Forest to solve the murder of her best friend.

LONG SINOPSIS

With Ximena's murder unsolved and despair consuming her, Jezabel stakes everything on a forbidden ritual to seek answers about her best friend's death. The plan is clear, but suicidal: summon the Witch of the Forest, not to ask for help, but to kill it and steal their powers. But the ritual is dangerous and the dark forces Jezabel will unleash could take a heavier toll than she is willing to pay. Not only will she face the Witch, but also her own limits.

DIRECTOR'S STATEMENT

This is a story that, despite the Suspense genre, uses many elements of the Horror genre to reflect the frustration and impotence felt by the Mexican people in the face of the corruption and lack of legal action to punish and arrest the many perpetrators of femicides who remain unharmed and without consequence for their actions.

“Revenge is necessary when justice is unfulfilled” is the theme (or controlling idea) of this story.

This short film is only the first chapter of a longer story. *WICCA* is meant to be a feature film, and this first part is just a taste of what my team and I are capable of, to give the audience a taste of what this story brings to the table and leave them hungry for the full film.

Horror and fantastic elements are employed to strengthen the feelings and tones of mystery, helplessness, claustrophobia and, until the end, empowerment.

“Suspense” and “Horror” as genres fall short for *WICCA: Jezabel*. “Survival Horror” is the perfect description for this narrative. What's the difference? Survival Horror places a greater focus on the characters' ability to defend themselves against the evil force that stalks them.

The subgenre as such has mostly been employed in video games (Resident Evil, Silent Hill, The Evil Within), but the best example of the genre in movies is director Sam Raimi's Evil Dead saga, which pits Ash against a series of demonic beings.

About the Director

ALAN GODINA

@alangodina.mp4

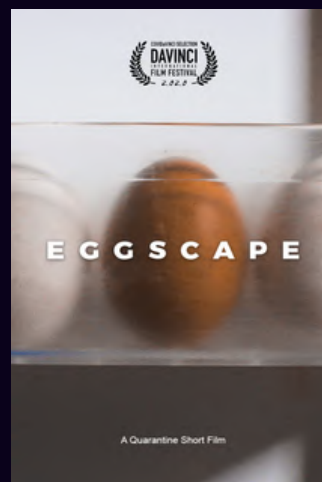


He has directed, written and produced a variety of projects under Ópera Films, his production company, such as *Sombra*, *Eggscap* and *Crash Landing*, and an episode for the miniseries *Efecto Dominó*.

All of his work has been screened at various independent film festivals such as Elipsis Cinematographic Arts and Sciences International Meeting, DaVinci International Film Festival, Lift-Off Filmmaker Sessions and First-Time Filmmaker Sessions.

Outside of his production house, he also co-produces commercial and marketing audiovisual works.

He is currently working on the development stage for *Wicca*'s own feature film.



FAQ

Where did the idea for this film come from?

WICCA is intended to be a feature film. The idea came from the frustration I feel knowing that more and more people are disappearing in Mexico, and how little one such as myself can do about it. I am dissatisfied with my government, I wish I could have more power over these subjects, but I am just a human being. That is where *WICCA* comes in, it is a power fantasy. This short film is just the beginning.

What was the most difficult challenge on set?

Shooting in a forest in the middle of nowhere at midnight brings all kinds of complications: lack of light (both for shooting and for the crew to move around), no civilization nearby where you can go to buy stuff you need. There was even a forest fire while we were shooting! (No, we didn't cause it)

How long did it take to finish the film?

Pre-production took about 4 months, shooting took 6 days, and post-production took more than a year. There were many mishaps in this last process: The editor withdrew from the project so I had to do the editing myself and start from scratch, the hard drive with the recorded material was stolen and we thought we had lost everything (luckily we found a backup). And of course, visual effects take time. A lot of time.

Is this a horror film?

I would compare *WICCA* to Guillermo del Toro's *The Devil's Backbone* or *Crimson Peak*. They are not at all intended to be horror films, yet they take extensive inspiration and elements from said genre.

What was it like working with the cast?

Zuri Azul is a formidable actress, she lent herself to perform all kinds of stunts that were required for the shooting. She gave us what we needed for Jezabel's character and she will continue to be incorporated for the feature film of this story.

CAST



ZURI AZUL | JEZABEL

@zurilazul

Graduated in Performing Arts CUAAD. With experience mainly in theater, she won the Jalisco Audience Awards for her performance in Ballenas, which in turn won the award for Best Play at the FITU, Cdmx

Content creator, she has a silver Play Button for 100k Subscribers on Youtube

JOSÉ MUNGUÍA | THE WITCH

@laughing2leo

Mainly playing characters in cosplay events, Leo has always loved to play monsters and strange creatures. SFX makeup artist Jesus Espinosa's favorite canvas



DULCE JAIME | XIMENA

@dulcejaime_143

Dulce's work is mainly in commercials and short films. Not only as an actress, but she has had her take on directing herself

OMAR SOLTERO | FABIÁN

@sol.tero_

Actor, model, musician and cameraman, Omar has experimented with different types of art. His latest musical piece: *Mind Cruisin'*



HEAD CREW



SAMANTHA SAENZ
PRODUCER

@saenz_diaz



OSVALDO HERNÁNDEZ
DIRECTOR OF PHOTOGRAPHY

@valdo.hm



JERILEE A. MORALES
PRODUCTION DESIGN

@jerileeale



NATALIA VALENCIA
ART DIRECTION

@natsinpunto



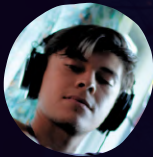
JESÚS ESPINOSA
SFX MAKEUP

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WARDROBE

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ALEJANDRO CONTRERAS
SOUND DESIGN

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VALERIA CARRERA
ART DIRECTION

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PROP MASTER

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STILLS



[LINK TO PHOTOS AND DOCUMENTS](#) 

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