

A dark fantasy landscape at sunset. The sky is filled with dramatic, golden light breaking through dark, heavy clouds. The sun is low on the horizon, casting a warm glow over the scene. In the foreground and middle ground, there are rugged, dark mountains with sharp, jagged peaks. The terrain is a mix of dark green and brown, suggesting a desolate, mountainous region. The overall mood is mysterious and epic.

A DARK FANTASY FILM

JOURNEY

WHERE THERE IS LOVE THERE IS LIGHT

A person is shown in a dark, narrow cave, illuminated by a single torch held in their right hand. The person is wearing a dark jacket and pants, and is surrounded by debris and tools. The cave walls are dark and textured. The scene is lit from above, creating a dramatic, high-contrast atmosphere. Below the scene, the text 'ONEMAN ONEFILM' is displayed in a stylized, metallic font with a glowing effect.

ONEMAN ONEFILM

The 'One Man, One Film' logo, created specifically for the fictitious film company associated with Journey, serves as an emblem of the film's unique production and the tireless dedication achieved by lone filmmakers.



JOURNEY

Running Time: **72 minutes**

Directed By: **Damien Osborn**

Written By: **Damien Osborn**

Produced By: **Damien Osborn**

Production Company: **Independent**

Edited by: **Damien Osborn**

Cinematographer: **Damien Osborn**

Composers: **Damien Osborn**
Paulflute
Adea
Roxanne S
Joshua Hudes
Claude Houde
Aleksey Chistilin
Vasil Yatsevich
Alexi Action



LOGLINE

A grieving warrior ventures into the dark underworld, guided by a dead king and a magical amulet in search of lost love.

SYNOPSIS

Journey is an internationally acclaimed dark fantasy about a grieving warrior who ventures into a perilous underworld in search of his lost love. A cinematic odyssey created single handedly over seven years by one film maker. It blends handcrafted practical effects, intricate props, and modern visual techniques to create a fully immersive world where magic and danger is ever present. With more than 95 awards and laurels worldwide; Journey is a testament to imagination, perseverance and story telling.



JOURNEY

A DREAM REALIZED

As a young boy, Damien was transported to fantastical worlds via the magic of cinema. Films such as "Krull", "Legend", "Never Ending Story" and "Willow" ignited his desire to create his own fantasy masterpiece.

After a seven year journey to bring his vision to life, with few willing to join his ambitious project, Damien undertook the challenge alone, learning every aspect of filmmaking from acting to puppet-building.

Journey is more than just a dark fantasy film - it is a testament to unwavering determination, perseverance and the power of dreams. Having already garnered international acclaim, Journey stands as an award winning feature with over 95 festival awards and laurels worldwide, cementing its place as a unique achievement in independent Australian cinema.





A DARK FANTASY FILM
JOURNEY





Damien Osborn as *Asbjorn*, *King Torun*, *Devil's Reaper*, *Bone Merchant*, *Chrocus*, *Skaug*, *Soalam The Wise*, *Eeik*, *Behemoth*, *Narrator*, *Willora's Voice*

Damien, the creator of "Journey" is a first time actor, director, cameraman and virtually every other role in the production. Damien poured his heart and soul into every aspect to bring this film to life.



Jevo as *Undead Amelie*, *Dead Bird*, *Bartu*

Jevo, marks her debut in "Journey" with dedication and versatility. Reluctant at first, Jevo embraced the challenge of three roles including performing her own stunts, piloting drones, film seamstress and part-time production assistant.



Kelly Grech as *Amelie*

Kelly's unwavering dedication, patience and insight were invaluable assets. Kelly's commitment shines through in her authentic and nuanced performance infusing Amelie with depth and emotion.



Director: Damien Osborn
Producer: Damien Osborn
Assistant to Director: Jevo
Editor: Damien Osborn
Costume Design: Damien Osborn
Gaffer: Damien Osborn
Puppeteer: Damien Osborn
Director of Photography: Damien Osborn
Prop, Set Builder: Damien Osborn
Sound Design: Damien Osborn
Drone Pilots: Damien Osborn
Jevo
Lachlan Peterson
Damien Osborn
Lachlan Peterson
Tarzin
Matte Artist: Damien Osborn
Puppet Builder: Damien Osborn
Stunt Work: Damien Osborn, Jevo
Seamstress: Jevo, Carmel Osborn
Script Writer: Damien Osborn
Original Story: Damien Osborn
VFX: Damien Osborn
Title & End Credits: Damien Osborn



*The life of the dead is placed in the memory
of the living - Marcus Tullius Cicero*



THE CHARACTERS OF JOURNEY

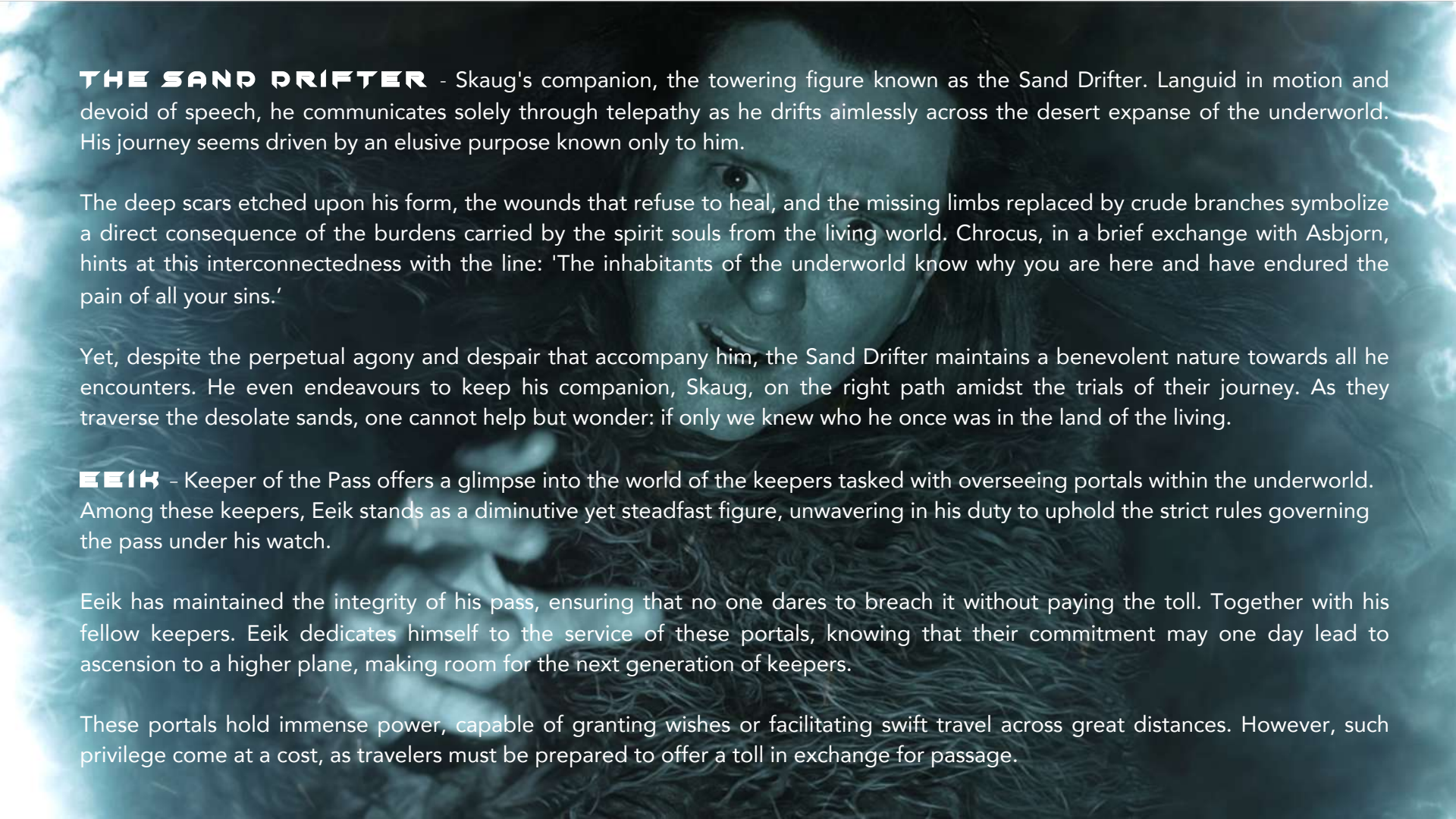


SKAUG - Within the underworld, the passage of time leaves its mark on the souls who wander its realm. One way to decipher the age of a spirit soul is to trace the intricate patterns of wounds and scars that adorn their ethereal forms. In the case of Skaug, the enigmatic talking skull, these marks tell a story of enduring presence, for all that remains of him now is his animated skull.

Somehow, he has forged an unlikely companionship with another spirit soul, the gentle Sand Drifter, who serves as both chauffeur and confidant on their journey. Their dynamic is that of an odd couple: the Sand Drifter, a beacon of benevolence, and Skaug, with his unmistakable Aussie accent, hints at his mischievous streak.

Despite his lack of a physical body, Skaug compensates with an abundance of wit and cunning, navigating the complexities of the underworld. While his interactions with the Sand Drifter may appear one-sided, the telepathic bond they share belies a deeper connection, with the gentle giant often serving as Skaug's moral compass, much to the skull's occasional frustration.

Behind his bravado lies a sense of longing and purpose beyond his current existence — a yearning that begs the question: what mischief would he unleash upon the world if he were granted the gift of limbs.



THE SAND DRIFTER - Skaug's companion, the towering figure known as the Sand Drifter. Languid in motion and devoid of speech, he communicates solely through telepathy as he drifts aimlessly across the desert expanse of the underworld. His journey seems driven by an elusive purpose known only to him.

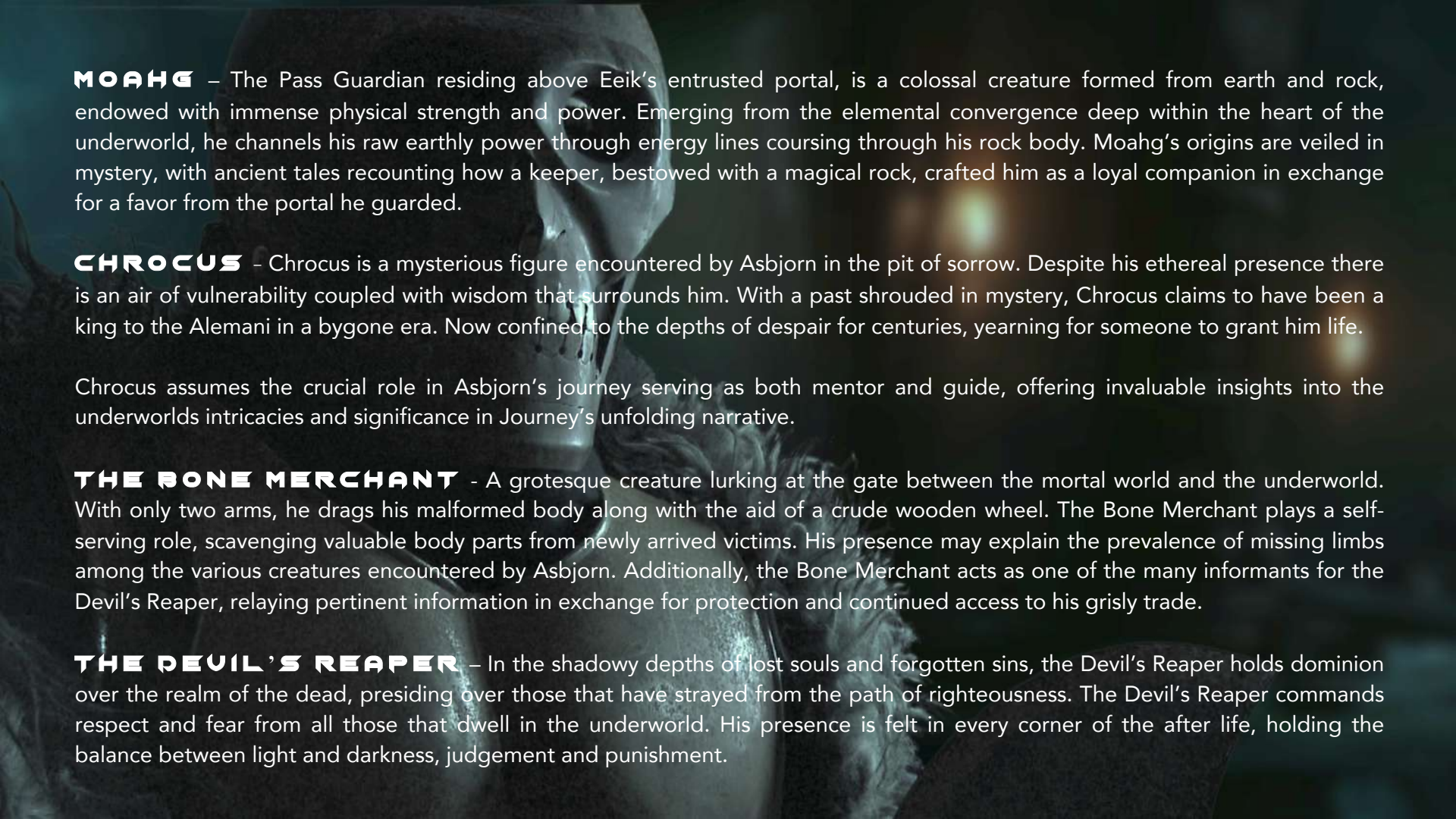
The deep scars etched upon his form, the wounds that refuse to heal, and the missing limbs replaced by crude branches symbolize a direct consequence of the burdens carried by the spirit souls from the living world. Chrocus, in a brief exchange with Asbjorn, hints at this interconnectedness with the line: 'The inhabitants of the underworld know why you are here and have endured the pain of all your sins.'

Yet, despite the perpetual agony and despair that accompany him, the Sand Drifter maintains a benevolent nature towards all he encounters. He even endeavours to keep his companion, Skaug, on the right path amidst the trials of their journey. As they traverse the desolate sands, one cannot help but wonder: if only we knew who he once was in the land of the living.

EEIK - Keeper of the Pass offers a glimpse into the world of the keepers tasked with overseeing portals within the underworld. Among these keepers, Eeik stands as a diminutive yet steadfast figure, unwavering in his duty to uphold the strict rules governing the pass under his watch.

Eeik has maintained the integrity of his pass, ensuring that no one dares to breach it without paying the toll. Together with his fellow keepers, Eeik dedicates himself to the service of these portals, knowing that their commitment may one day lead to ascension to a higher plane, making room for the next generation of keepers.

These portals hold immense power, capable of granting wishes or facilitating swift travel across great distances. However, such privilege come at a cost, as travelers must be prepared to offer a toll in exchange for passage.



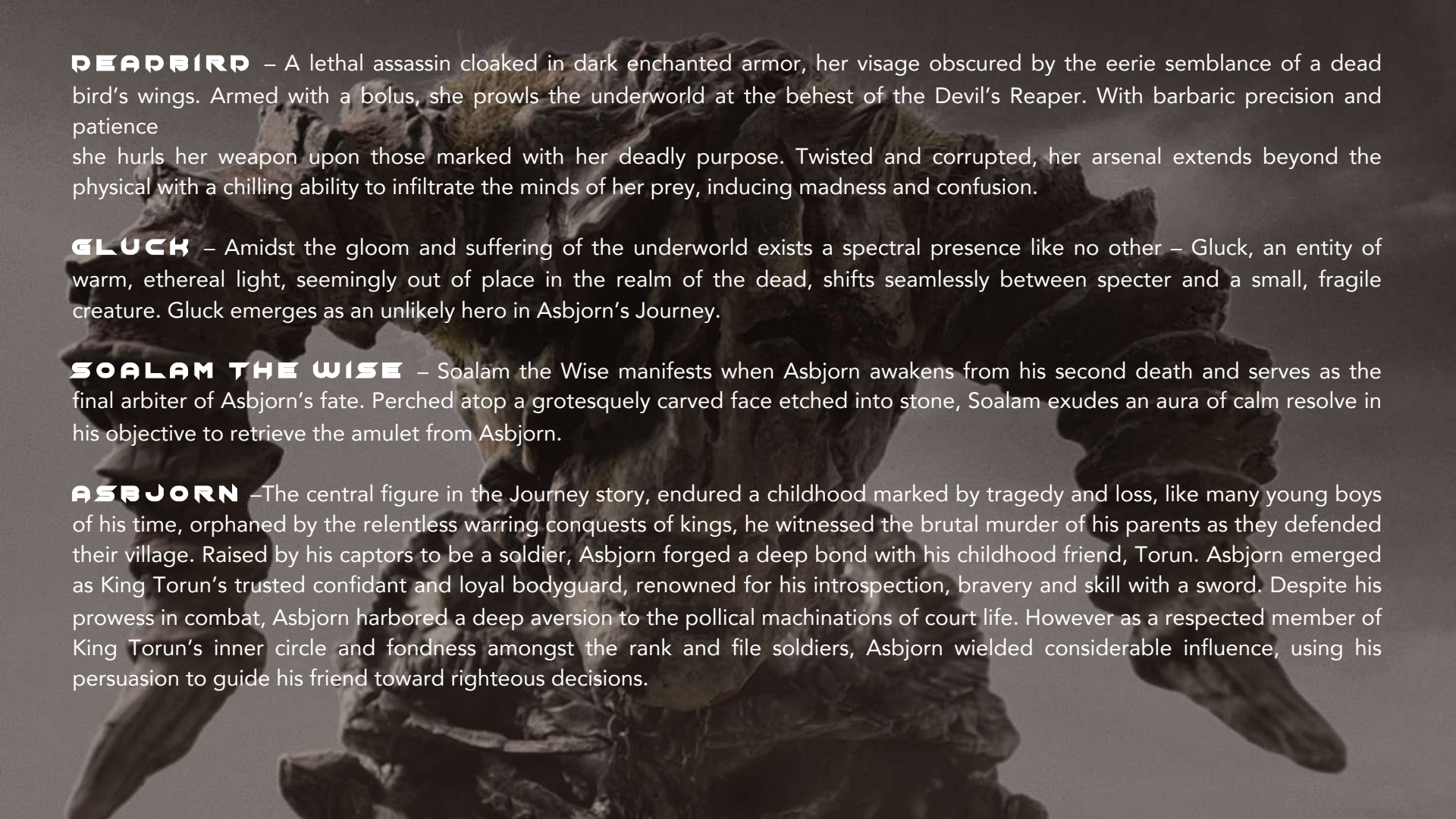
MOAHG – The Pass Guardian residing above Eeik’s entrusted portal, is a colossal creature formed from earth and rock, endowed with immense physical strength and power. Emerging from the elemental convergence deep within the heart of the underworld, he channels his raw earthly power through energy lines coursing through his rock body. Moahg’s origins are veiled in mystery, with ancient tales recounting how a keeper, bestowed with a magical rock, crafted him as a loyal companion in exchange for a favor from the portal he guarded.

CHROCUS – Chrocus is a mysterious figure encountered by Asbjorn in the pit of sorrow. Despite his ethereal presence there is an air of vulnerability coupled with wisdom that surrounds him. With a past shrouded in mystery, Chrocus claims to have been a king to the Alemani in a bygone era. Now confined to the depths of despair for centuries, yearning for someone to grant him life.

Chrocus assumes the crucial role in Asbjorn’s journey serving as both mentor and guide, offering invaluable insights into the underworlds intricacies and significance in Journey’s unfolding narrative.

THE BONE MERCHANT - A grotesque creature lurking at the gate between the mortal world and the underworld. With only two arms, he drags his malformed body along with the aid of a crude wooden wheel. The Bone Merchant plays a self-serving role, scavenging valuable body parts from newly arrived victims. His presence may explain the prevalence of missing limbs among the various creatures encountered by Asbjorn. Additionally, the Bone Merchant acts as one of the many informants for the Devil’s Reaper, relaying pertinent information in exchange for protection and continued access to his grisly trade.

THE DEVIL’S REAPER – In the shadowy depths of lost souls and forgotten sins, the Devil’s Reaper holds dominion over the realm of the dead, presiding over those that have strayed from the path of righteousness. The Devil’s Reaper commands respect and fear from all those that dwell in the underworld. His presence is felt in every corner of the after life, holding the balance between light and darkness, judgement and punishment.

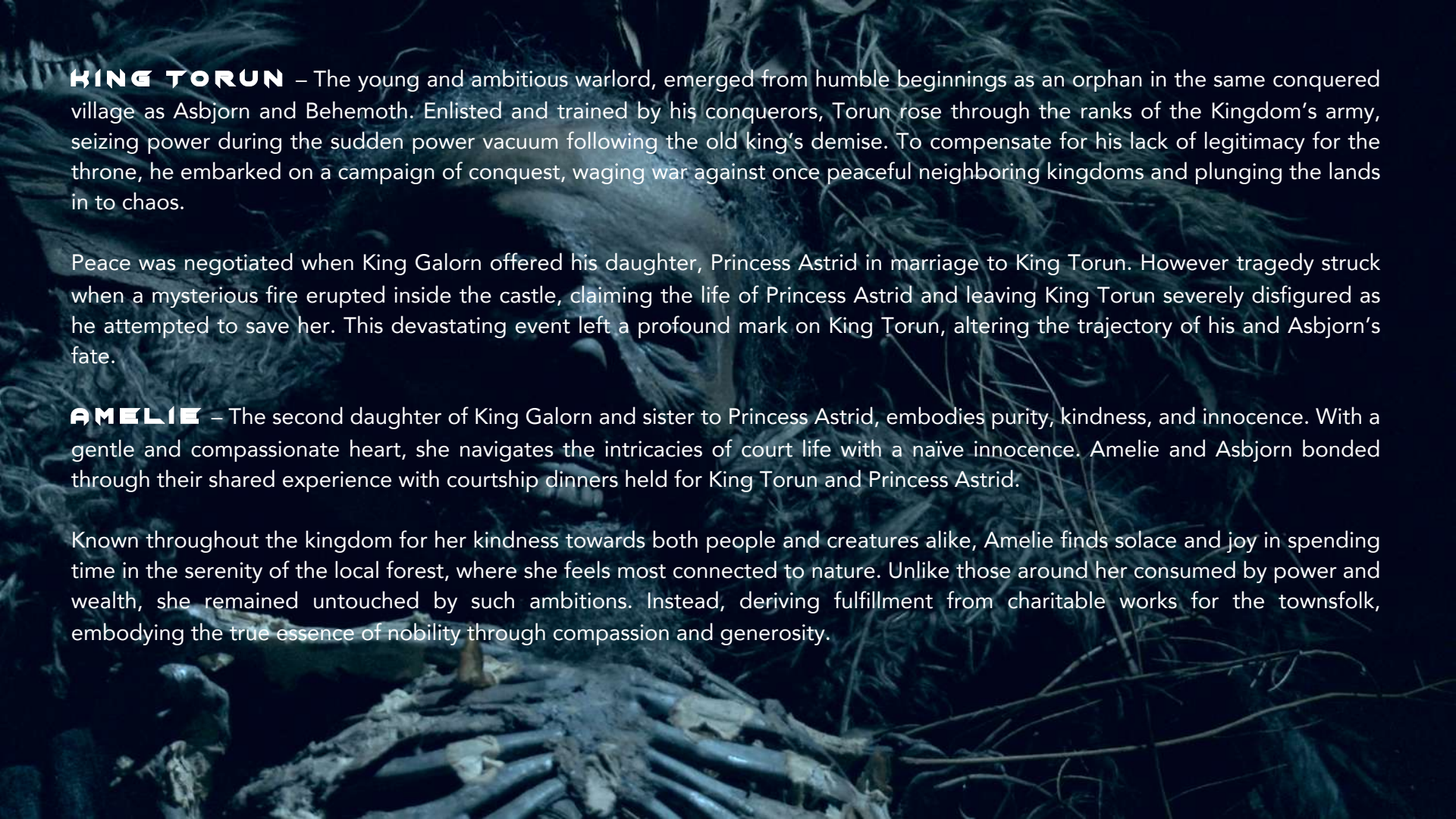


DEADBIRD – A lethal assassin cloaked in dark enchanted armor, her visage obscured by the eerie semblance of a dead bird's wings. Armed with a bolus, she prowls the underworld at the behest of the Devil's Reaper. With barbaric precision and patience she hurls her weapon upon those marked with her deadly purpose. Twisted and corrupted, her arsenal extends beyond the physical with a chilling ability to infiltrate the minds of her prey, inducing madness and confusion.

GLUCK – Amidst the gloom and suffering of the underworld exists a spectral presence like no other – Gluck, an entity of warm, ethereal light, seemingly out of place in the realm of the dead, shifts seamlessly between specter and a small, fragile creature. Gluck emerges as an unlikely hero in Asbjorn's Journey.

SOALAM THE WISE – Soalam the Wise manifests when Asbjorn awakens from his second death and serves as the final arbiter of Asbjorn's fate. Perched atop a grotesquely carved face etched into stone, Soalam exudes an aura of calm resolve in his objective to retrieve the amulet from Asbjorn.

ASBJORN – The central figure in the Journey story, endured a childhood marked by tragedy and loss, like many young boys of his time, orphaned by the relentless warring conquests of kings, he witnessed the brutal murder of his parents as they defended their village. Raised by his captors to be a soldier, Asbjorn forged a deep bond with his childhood friend, Torun. Asbjorn emerged as King Torun's trusted confidant and loyal bodyguard, renowned for his introspection, bravery and skill with a sword. Despite his prowess in combat, Asbjorn harbored a deep aversion to the political machinations of court life. However as a respected member of King Torun's inner circle and fondness amongst the rank and file soldiers, Asbjorn wielded considerable influence, using his persuasion to guide his friend toward righteous decisions.



KING TORUN – The young and ambitious warlord, emerged from humble beginnings as an orphan in the same conquered village as Asbjorn and Behemoth. Enlisted and trained by his conquerors, Torun rose through the ranks of the Kingdom's army, seizing power during the sudden power vacuum following the old king's demise. To compensate for his lack of legitimacy for the throne, he embarked on a campaign of conquest, waging war against once peaceful neighboring kingdoms and plunging the lands in to chaos.

Peace was negotiated when King Galorn offered his daughter, Princess Astrid in marriage to King Torun. However tragedy struck when a mysterious fire erupted inside the castle, claiming the life of Princess Astrid and leaving King Torun severely disfigured as he attempted to save her. This devastating event left a profound mark on King Torun, altering the trajectory of his and Asbjorn's fate.

AMELIE – The second daughter of King Galorn and sister to Princess Astrid, embodies purity, kindness, and innocence. With a gentle and compassionate heart, she navigates the intricacies of court life with a naïve innocence. Amelie and Asbjorn bonded through their shared experience with courtship dinners held for King Torun and Princess Astrid.

Known throughout the kingdom for her kindness towards both people and creatures alike, Amelie finds solace and joy in spending time in the serenity of the local forest, where she feels most connected to nature. Unlike those around her consumed by power and wealth, she remained untouched by such ambitions. Instead, deriving fulfillment from charitable works for the townsfolk, embodying the true essence of nobility through compassion and generosity.

THE MAKING OF JOURNEY



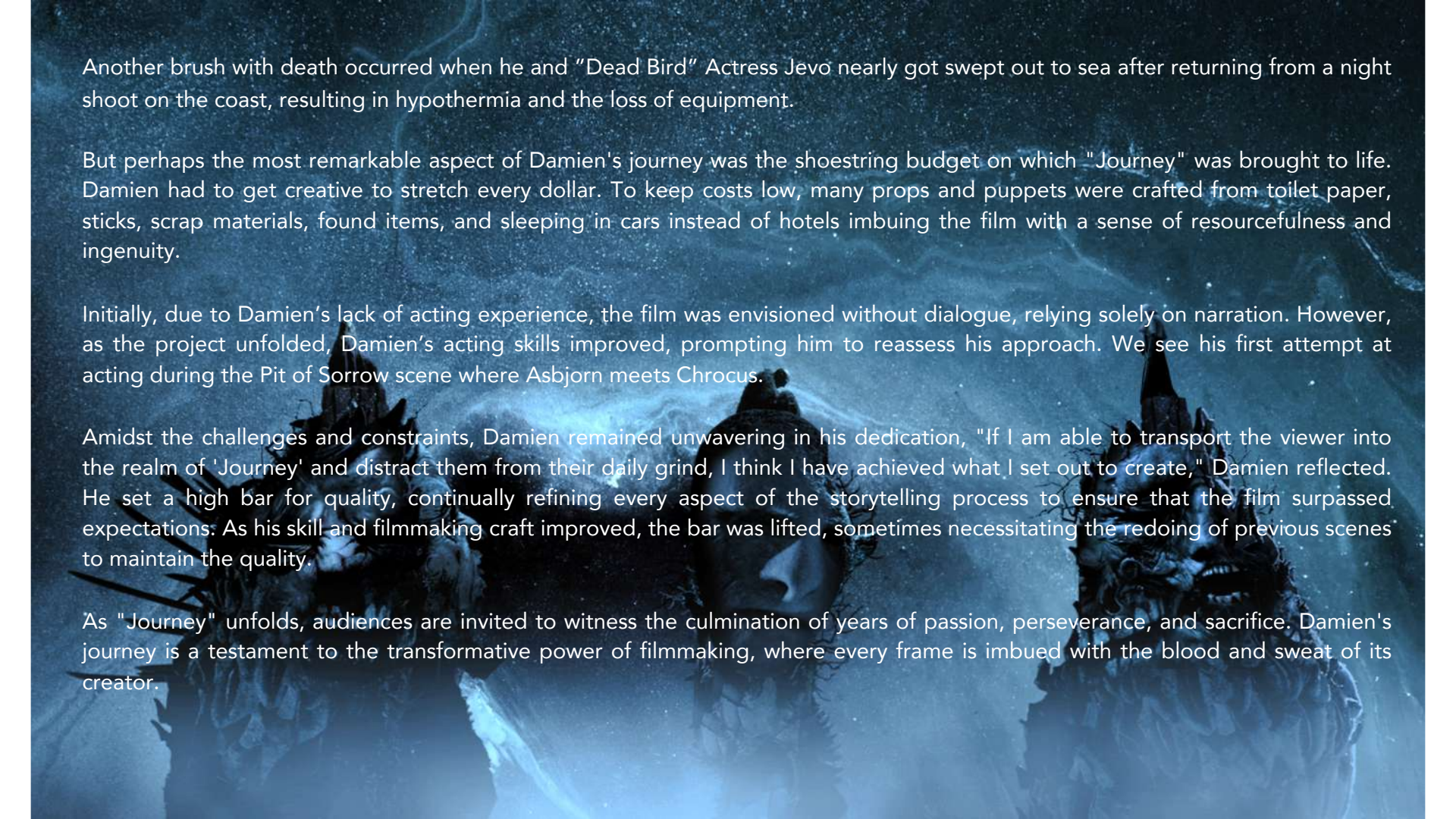
"Journey" a fantastical film crafted by first time filmmaker Damien Osborn, was an extraordinary undertaking that spanned seven years. From the logistical challenges of filming in remote snowscapes, desert expanses, and enchanted forests to meticulous creation of puppets and props, every aspect of the projects presented a challenging task of herculean proportions.

For Damien, "Journey" began as a childhood dream inspired by the enchanting tales of fantasy epics such as "Krull", "The Never Ending Story" and "Willow". With virtually no experience or help, he set to work, unsure how this childhood dream would be realized. After several failed attempts, including one costly error involving a mostly paid 15-person crew, Damien quickly realized that relying on others to fulfill his vision wasn't feasible. He needed to assume every role himself, ensuring that his creative vision remained uncompromised.

Driven by an insatiable thirst for knowledge, Damien delved into the intricacies of filmmaking, immersing himself in research on cameras, editing software, special effects techniques, and prop construction. With hours spent scouting locations, building props and puppets and mastering editing and SFX programs, Damien's dedication knew no bounds.

Persistence emerged as the key ingredient in Damien's journey. Without it, he would have given up long ago. He discovered that in filmmaking, if there's even the slightest chance something will go wrong, it usually does, and spectacularly so. From perilous stunts on cliff faces to harrowing encounters with icy rivers, Damien's commitment to his craft knew no bounds.

One incident saw him inadvertently falling through the snow into an ice cave and being swept downstream. In a stroke of luck, he managed to cling to a rock and haul himself out, continuing the shoot in full costume.



Another brush with death occurred when he and "Dead Bird" Actress Jevō nearly got swept out to sea after returning from a night shoot on the coast, resulting in hypothermia and the loss of equipment.

But perhaps the most remarkable aspect of Damien's journey was the shoestring budget on which "Journey" was brought to life. Damien had to get creative to stretch every dollar. To keep costs low, many props and puppets were crafted from toilet paper, sticks, scrap materials, found items, and sleeping in cars instead of hotels imbuing the film with a sense of resourcefulness and ingenuity.

Initially, due to Damien's lack of acting experience, the film was envisioned without dialogue, relying solely on narration. However, as the project unfolded, Damien's acting skills improved, prompting him to reassess his approach. We see his first attempt at acting during the Pit of Sorrow scene where Asbjorn meets Chrocus.

Amidst the challenges and constraints, Damien remained unwavering in his dedication, "If I am able to transport the viewer into the realm of 'Journey' and distract them from their daily grind, I think I have achieved what I set out to create," Damien reflected. He set a high bar for quality, continually refining every aspect of the storytelling process to ensure that the film surpassed expectations. As his skill and filmmaking craft improved, the bar was lifted, sometimes necessitating the redoing of previous scenes to maintain the quality.

As "Journey" unfolds, audiences are invited to witness the culmination of years of passion, perseverance, and sacrifice. Damien's journey is a testament to the transformative power of filmmaking, where every frame is imbued with the blood and sweat of its creator.

*"It's not everyday you get to meet the idiot
that stole the Reapers amulet" – **SKAUG***

*"You must leave something behind,
something important to you" - **EEIK***



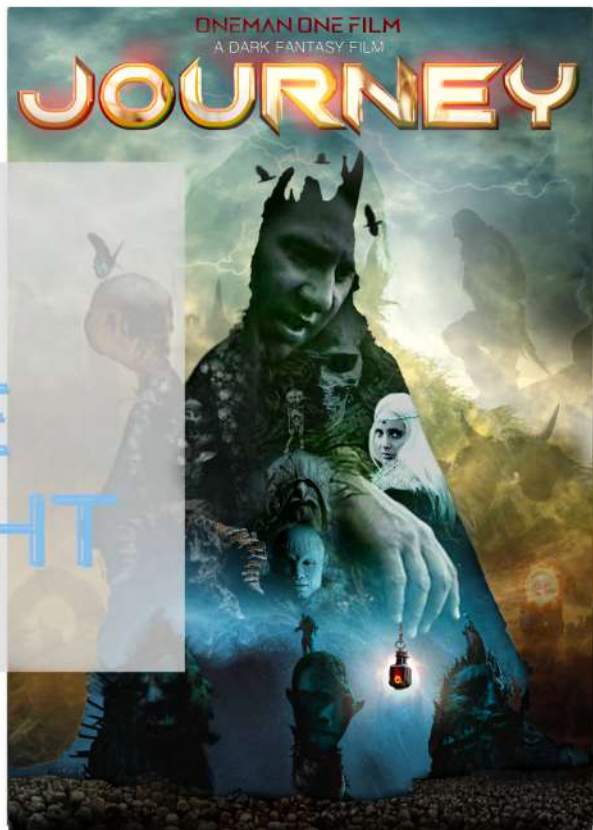




"No wonder I despise those of mortal coil, you are weak, you are all weak"
- **DEVIL'S REAPER**

"What I am now is no longer bound to life or death, I am becoming" - **ASBJORN**





mrmoviemaniac Indie Spotlight | Journey


This is the story of Asbjorn, who plunges into the underworld with a stolen resurrection amulet, pursued by the a Devil Reaper and guided by an undead king, in a quest to save his wife from eternal damnation.

Director (Damien Osborn) took on nearly every facet of the creation of this piece, from writing, directing, acting, editing, VFX and sound design across a long but fruitful seven years on a budget that would make MyBudget froth at the mouth.

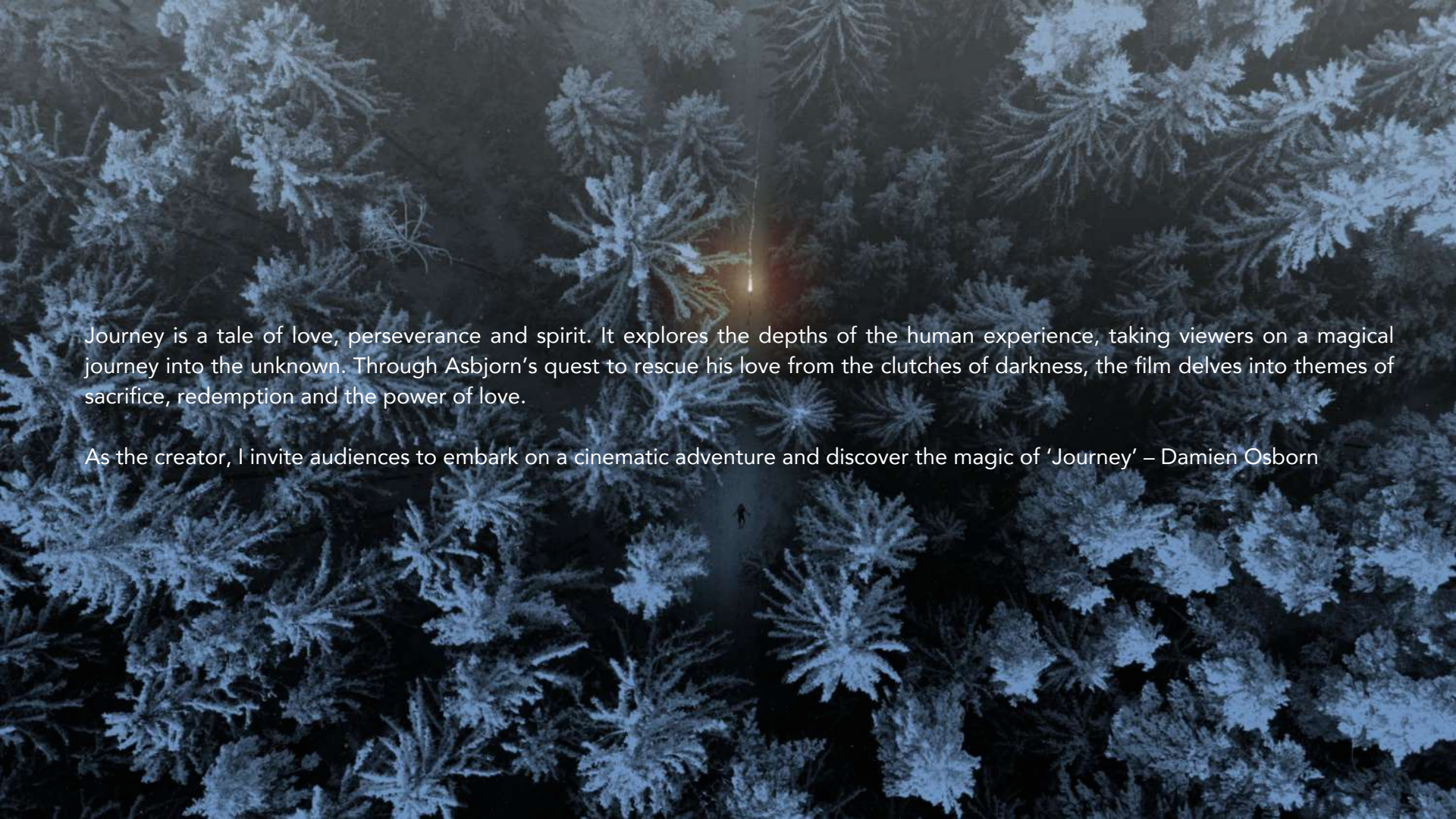
The dark fantasy visual aesthetic is complimented by hand-crafted props, layered practical effects and minimalist digital work. This is effortlessly married with deep personal themes of love, sacrifice and redemption. Festival reviews highlight its ambition and its ability to reflect its creator's passion in every frame - they are not wrong!

The film shines as a labour of love. It feels raw and whatever rough edges are apparent, it adds to the charm. As an indie, it may be epic in miniature form but it's a fantasy story that doesn't apologise for its scope. Whether indie's are your thing or not, you can't look away from the story of someone who believed they could build a world while building it themselves.

A special thanks to [@onemanonefilm](#) for sending through a screener. Your ambitiousness is inspiring and it delivers a nuanced appreciation for indie films and filmmakers alike.



*Where there is love there is light and the wings
of darkness cannot take flight.*

An aerial, top-down view of a dense forest of evergreen trees. The trees are dark green, and the overall scene is dimly lit. In the center of the frame, there is a bright, glowing light source, possibly a fire or a lantern, which casts a warm, golden glow. A thin, vertical line of light extends upwards from this source towards the top of the image. In the lower center, a small, dark silhouette of a person is visible, standing in a clearing or path. The text is overlaid on the left side of the image.

Journey is a tale of love, perseverance and spirit. It explores the depths of the human experience, taking viewers on a magical journey into the unknown. Through Asbjorn's quest to rescue his love from the clutches of darkness, the film delves into themes of sacrifice, redemption and the power of love.

As the creator, I invite audiences to embark on a cinematic adventure and discover the magic of 'Journey' – Damien Osborn